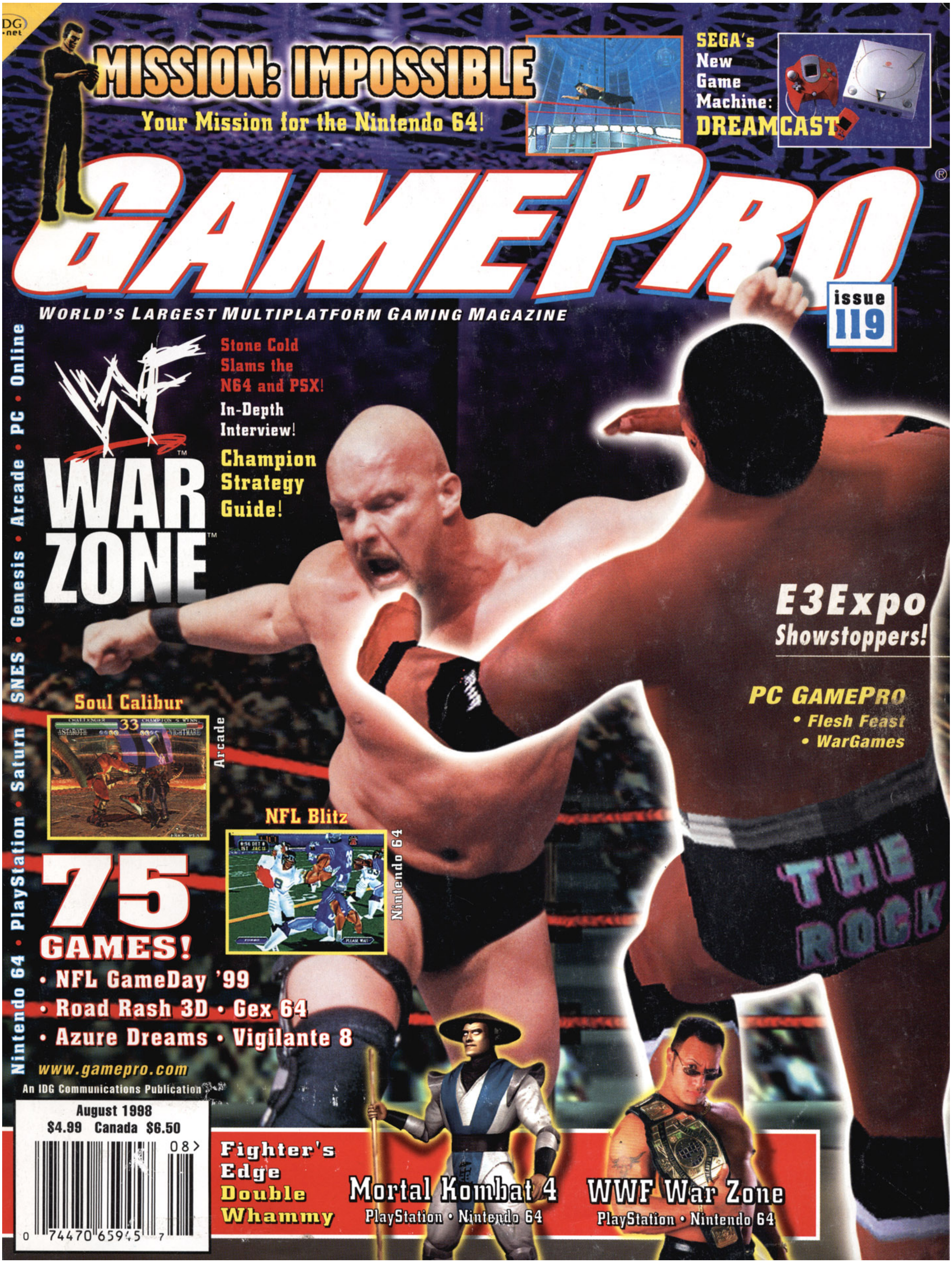

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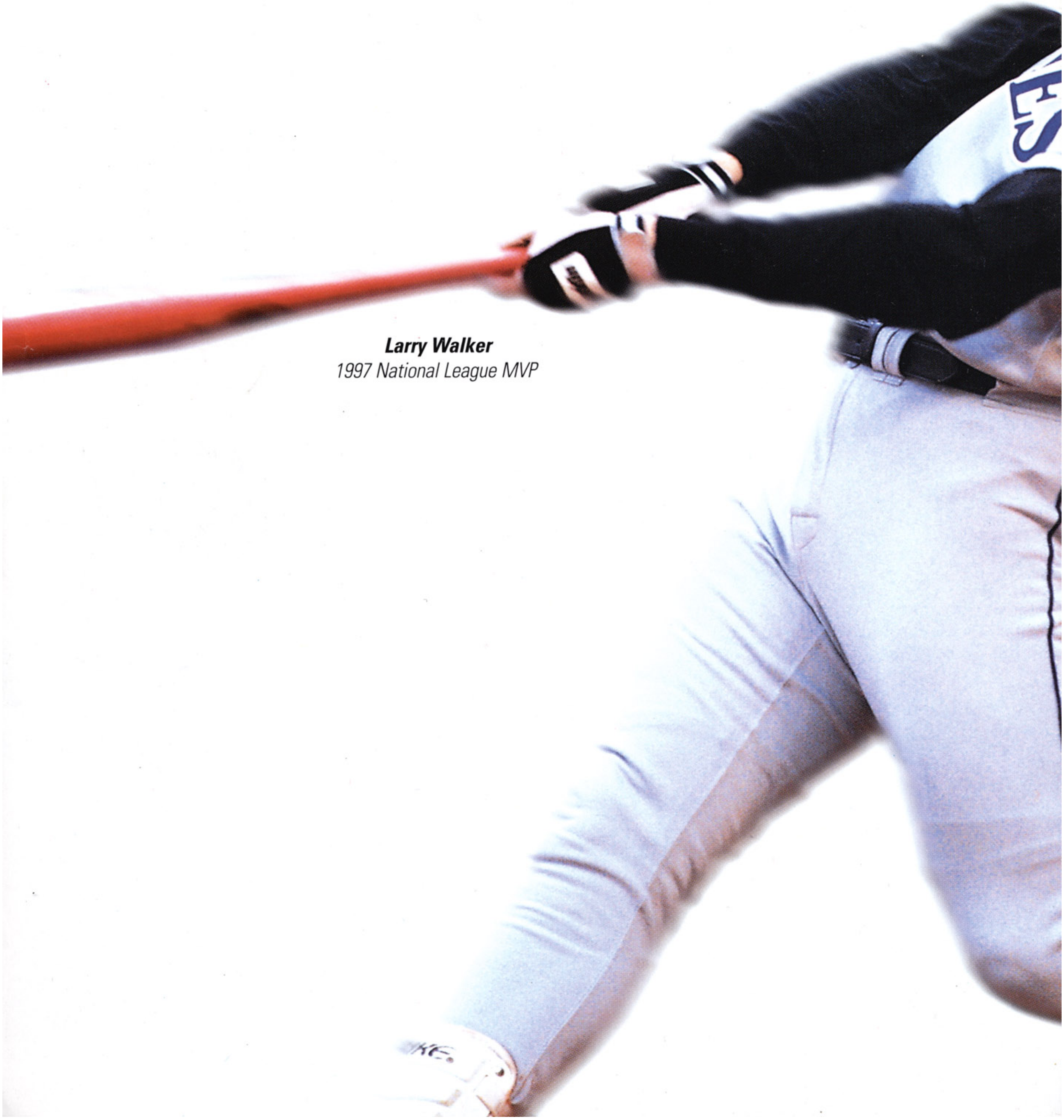

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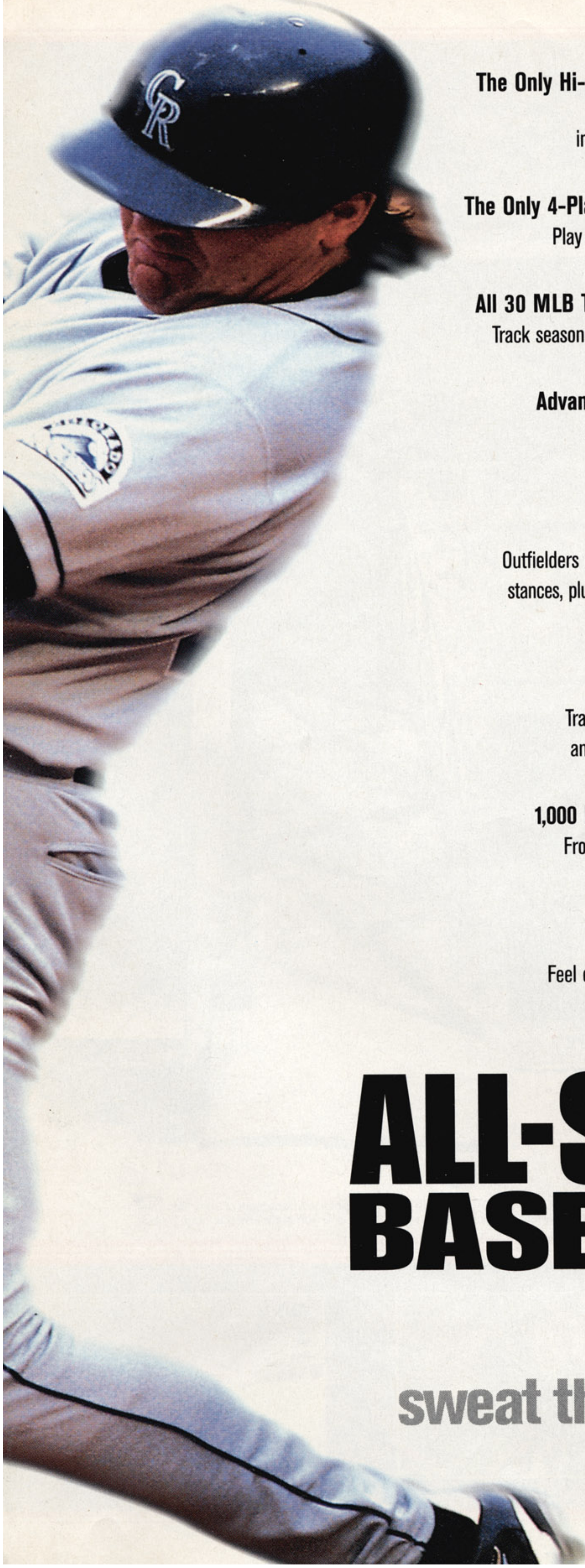

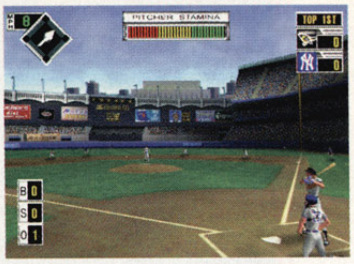

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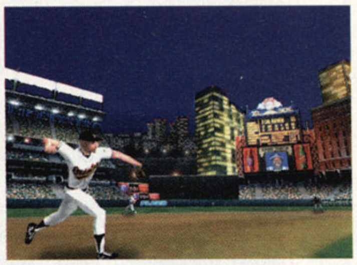

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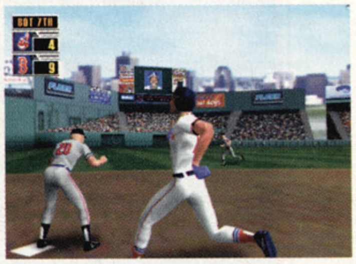

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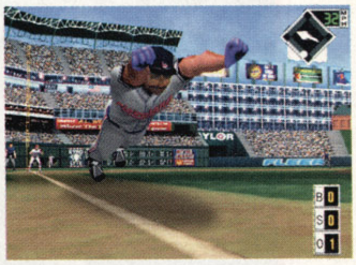

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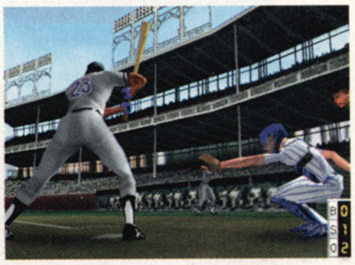

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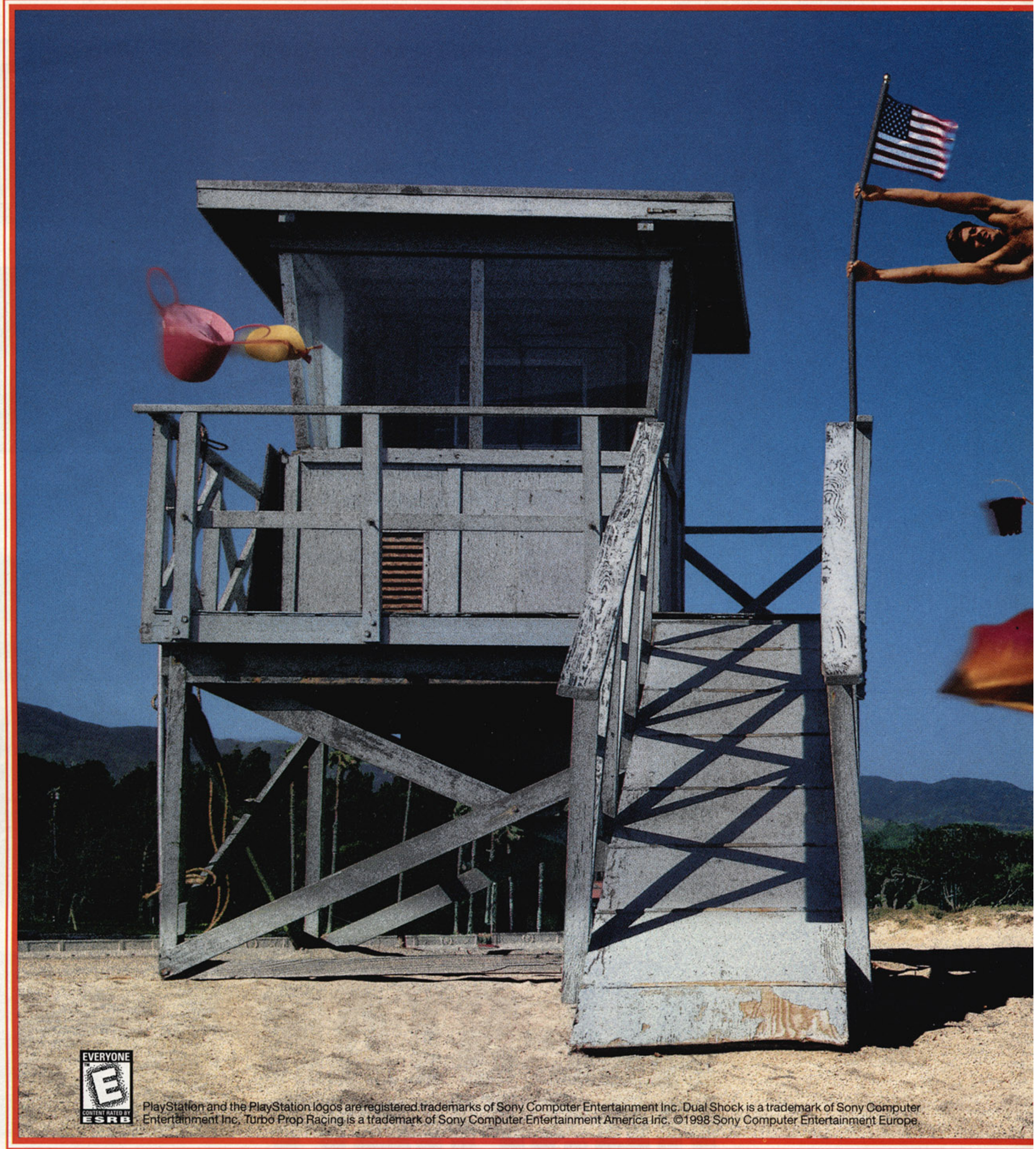
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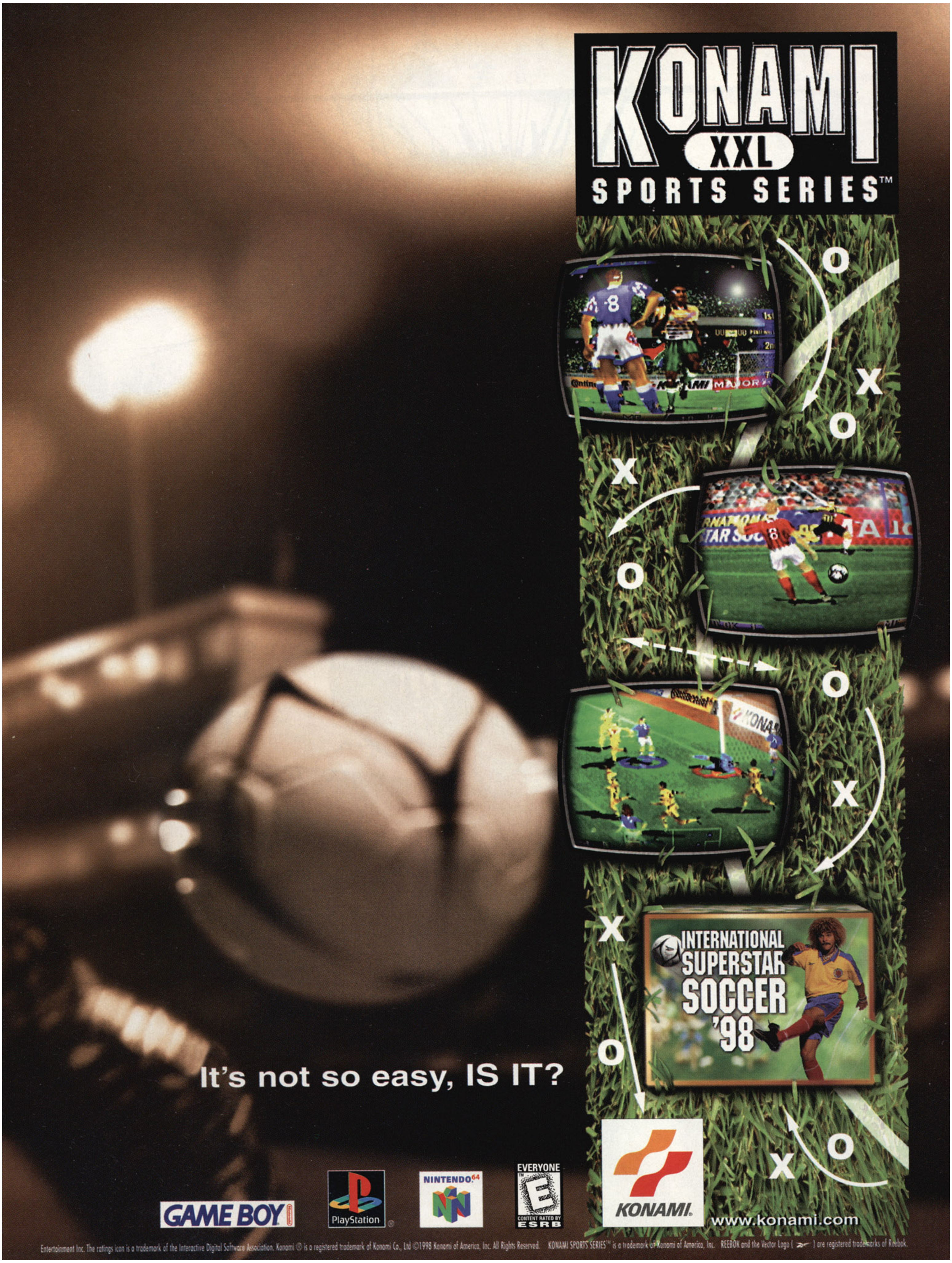

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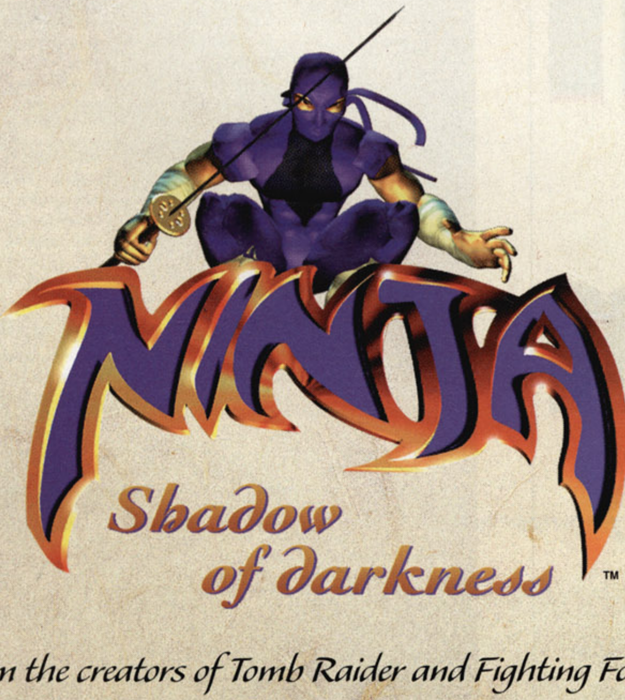

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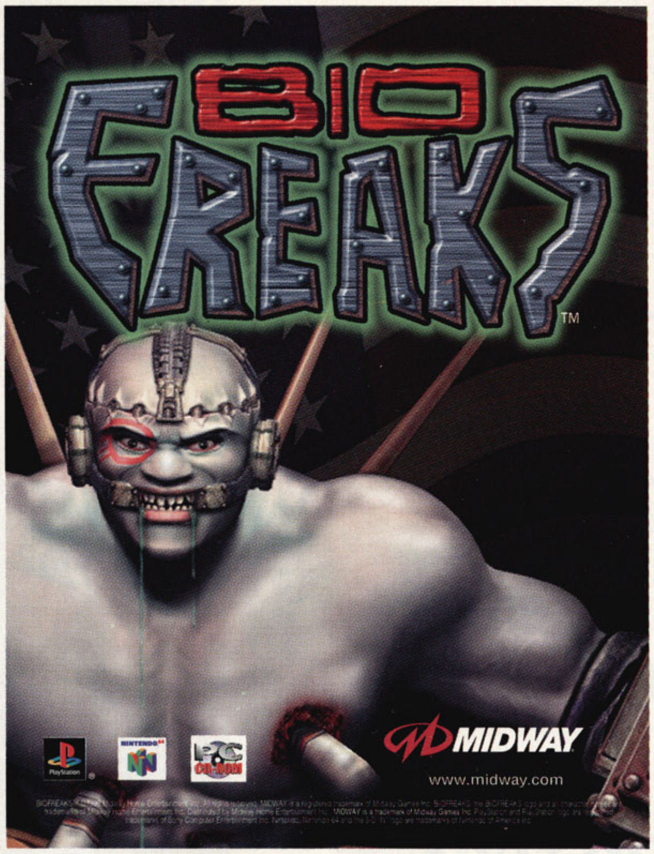

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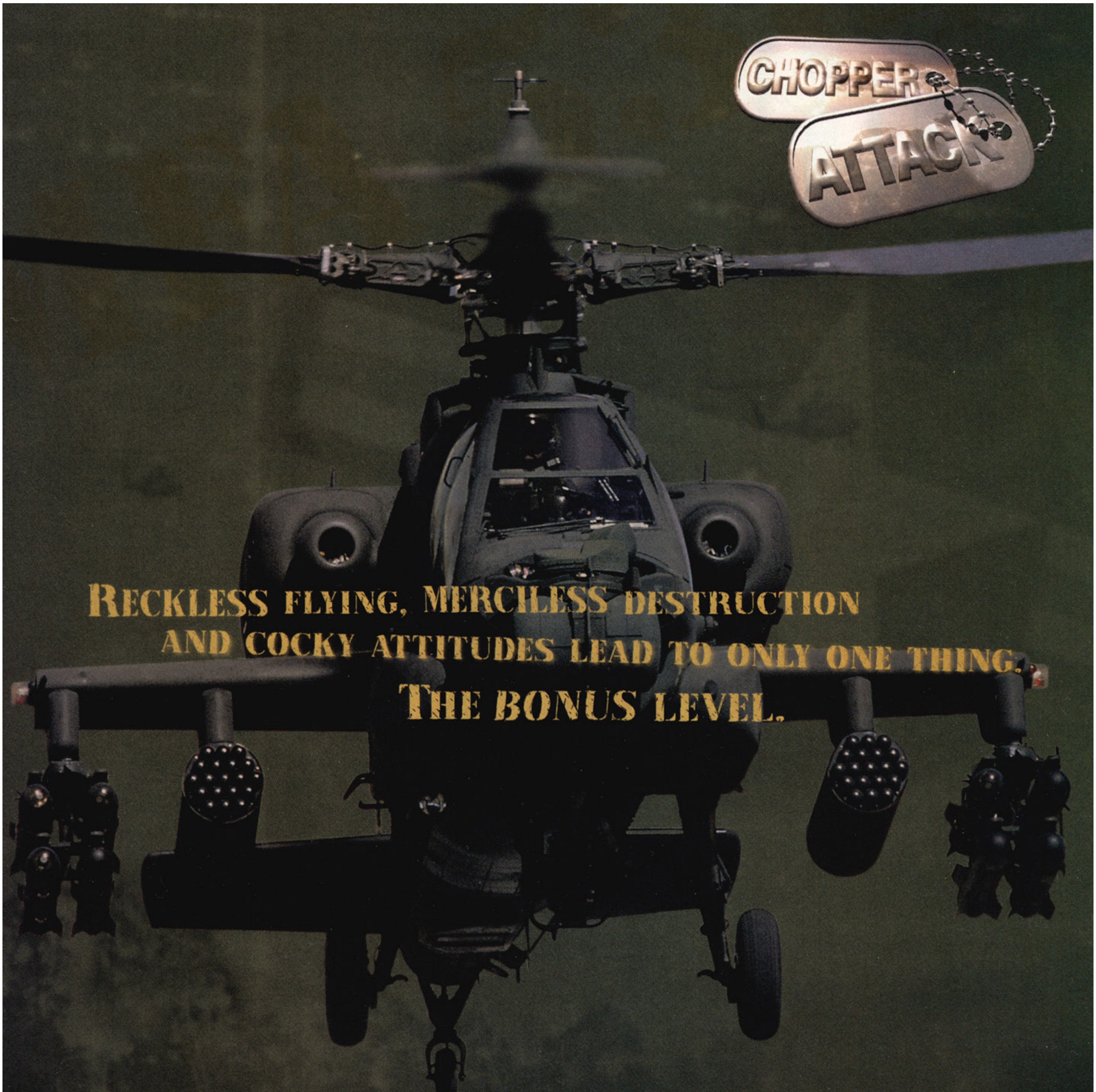
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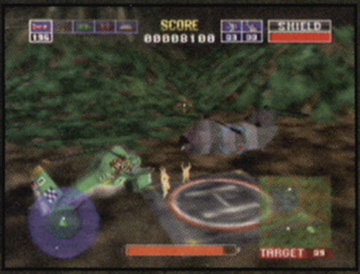
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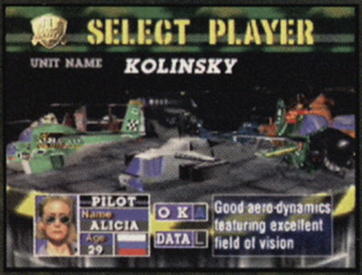
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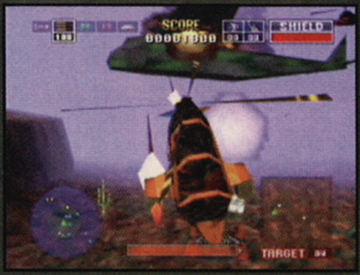
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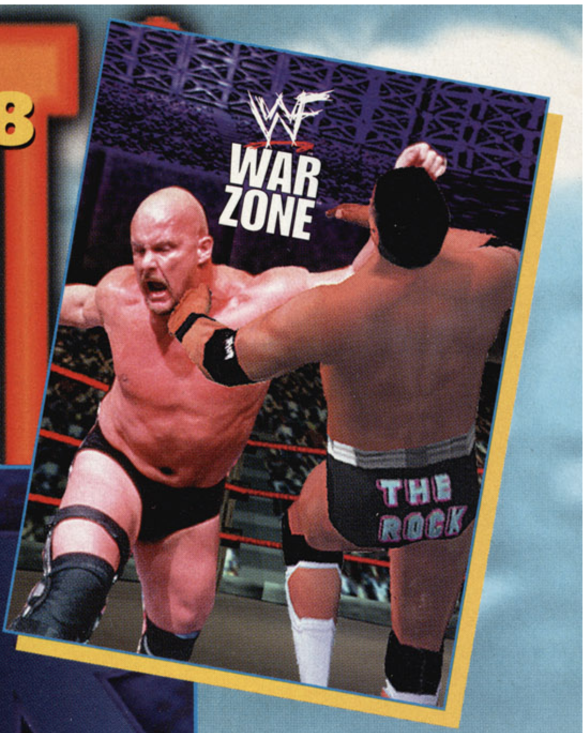

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CACTUS JACK
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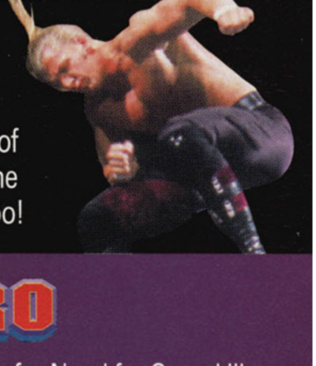

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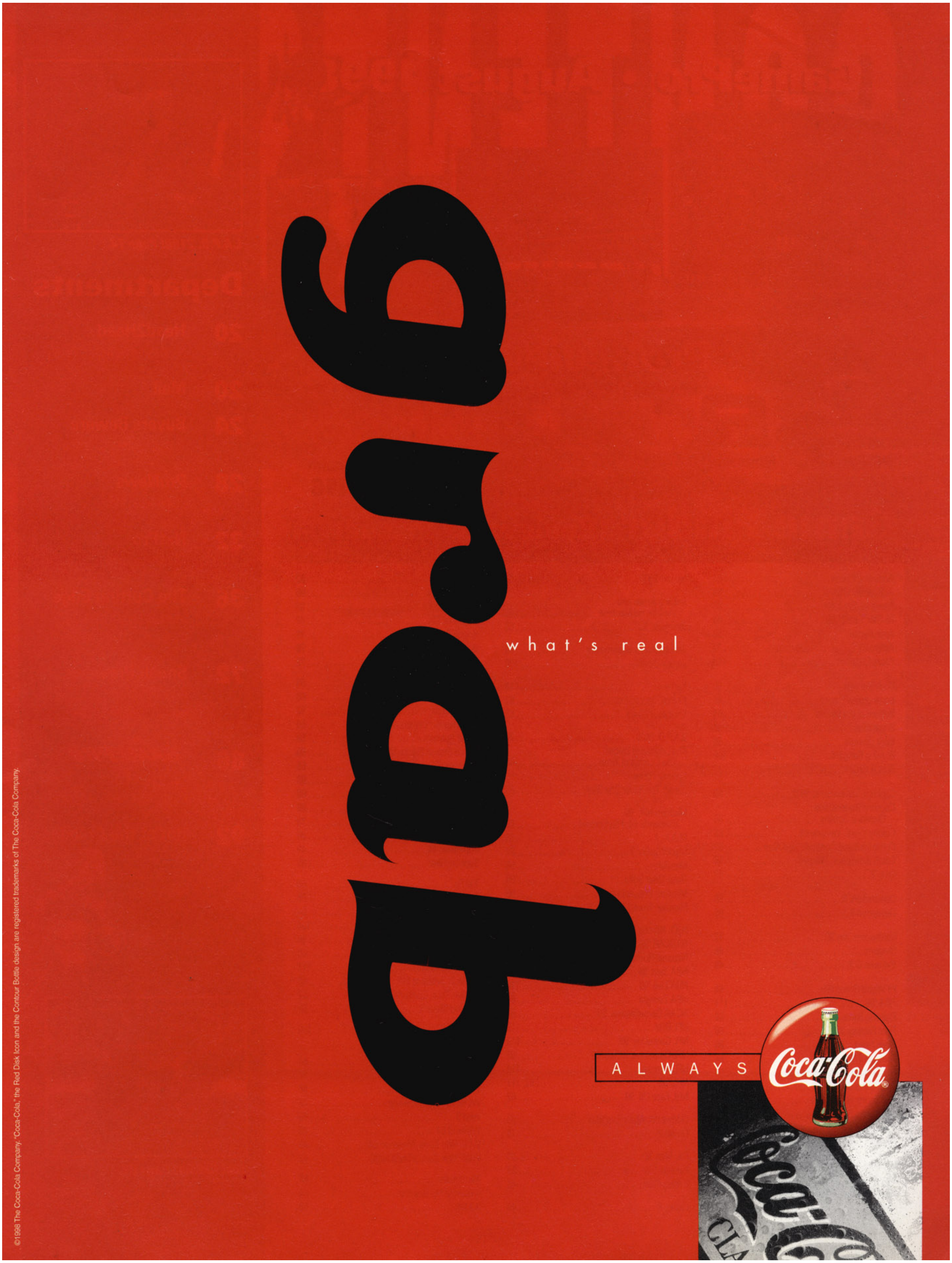
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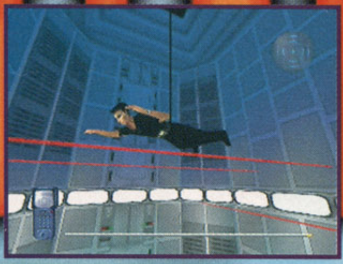

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CHAMPION
FREE PLAY

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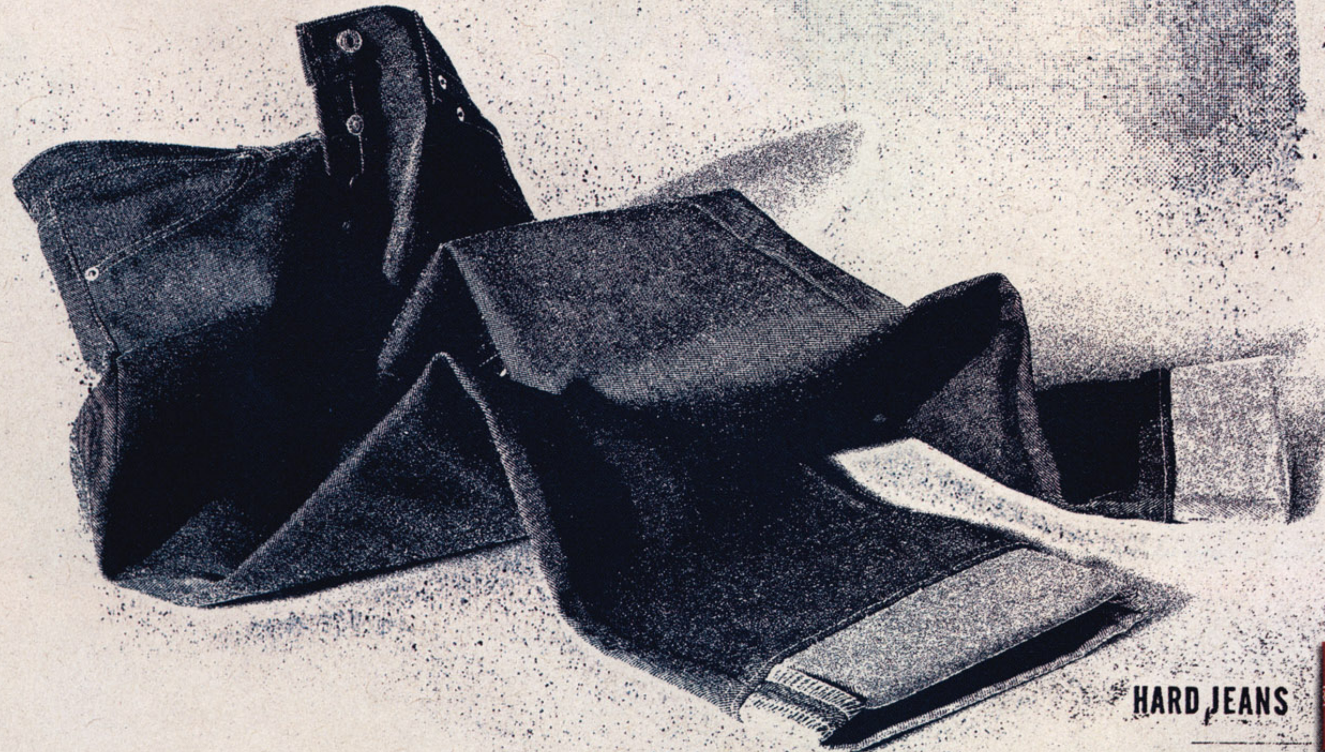

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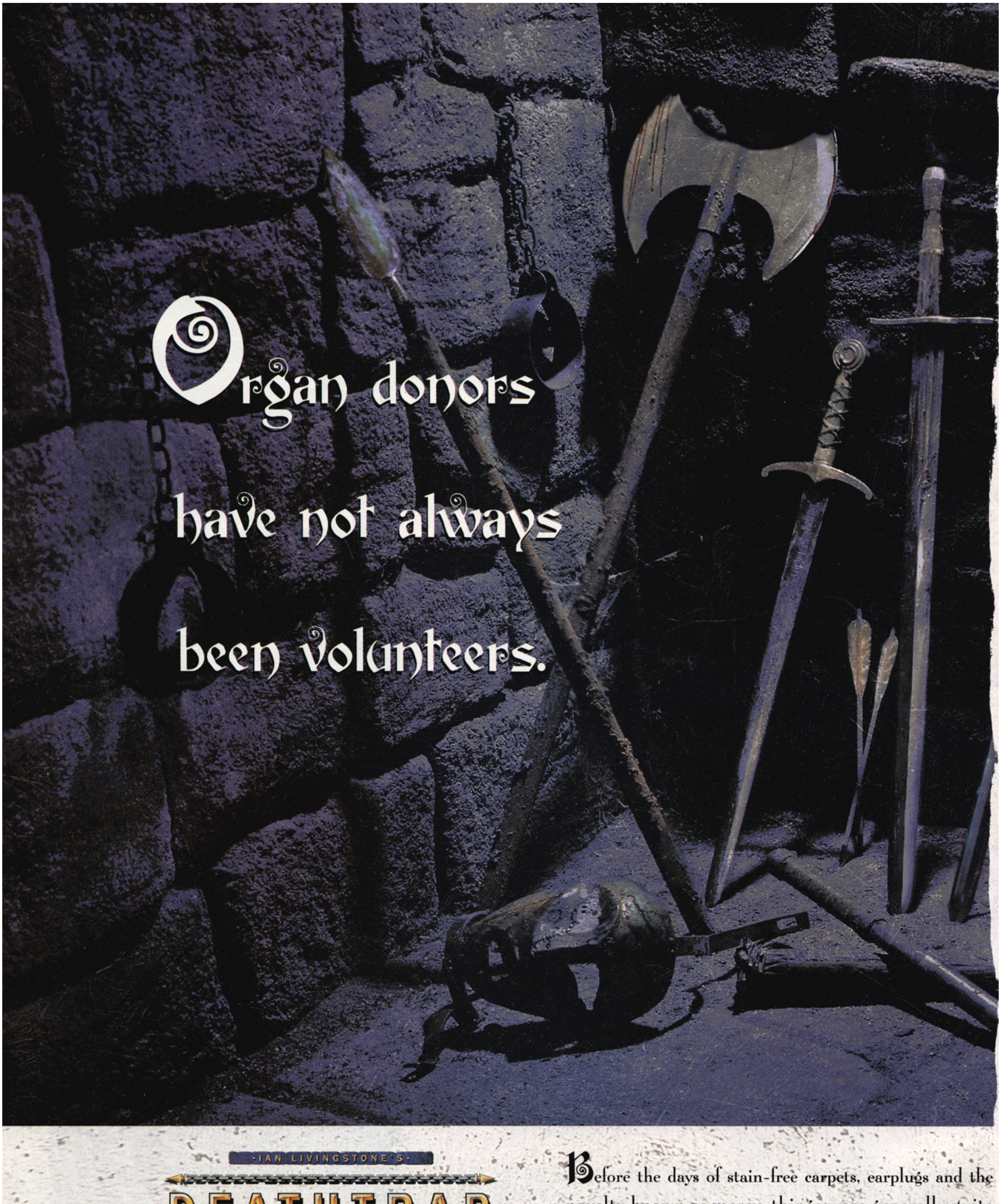
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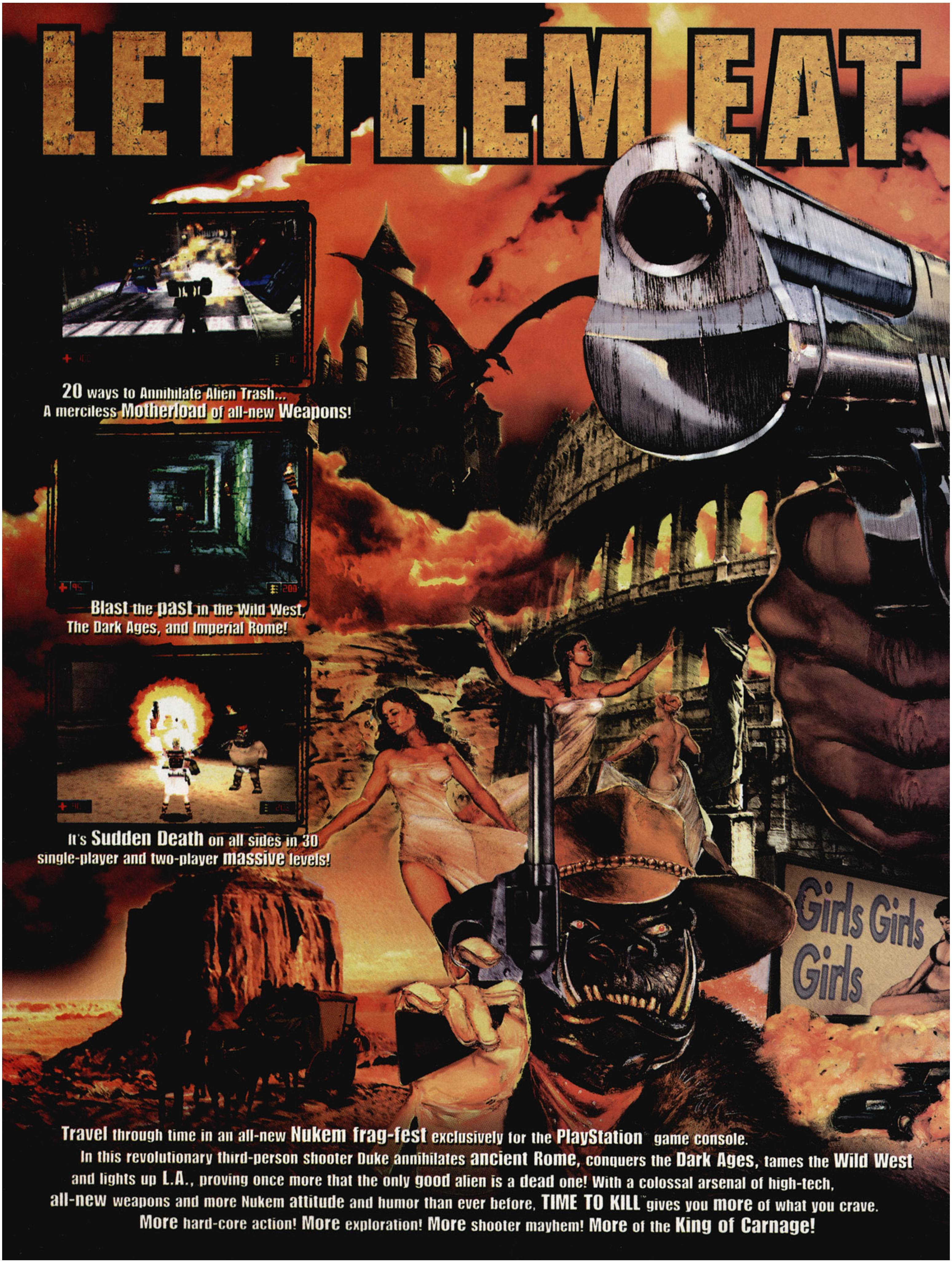

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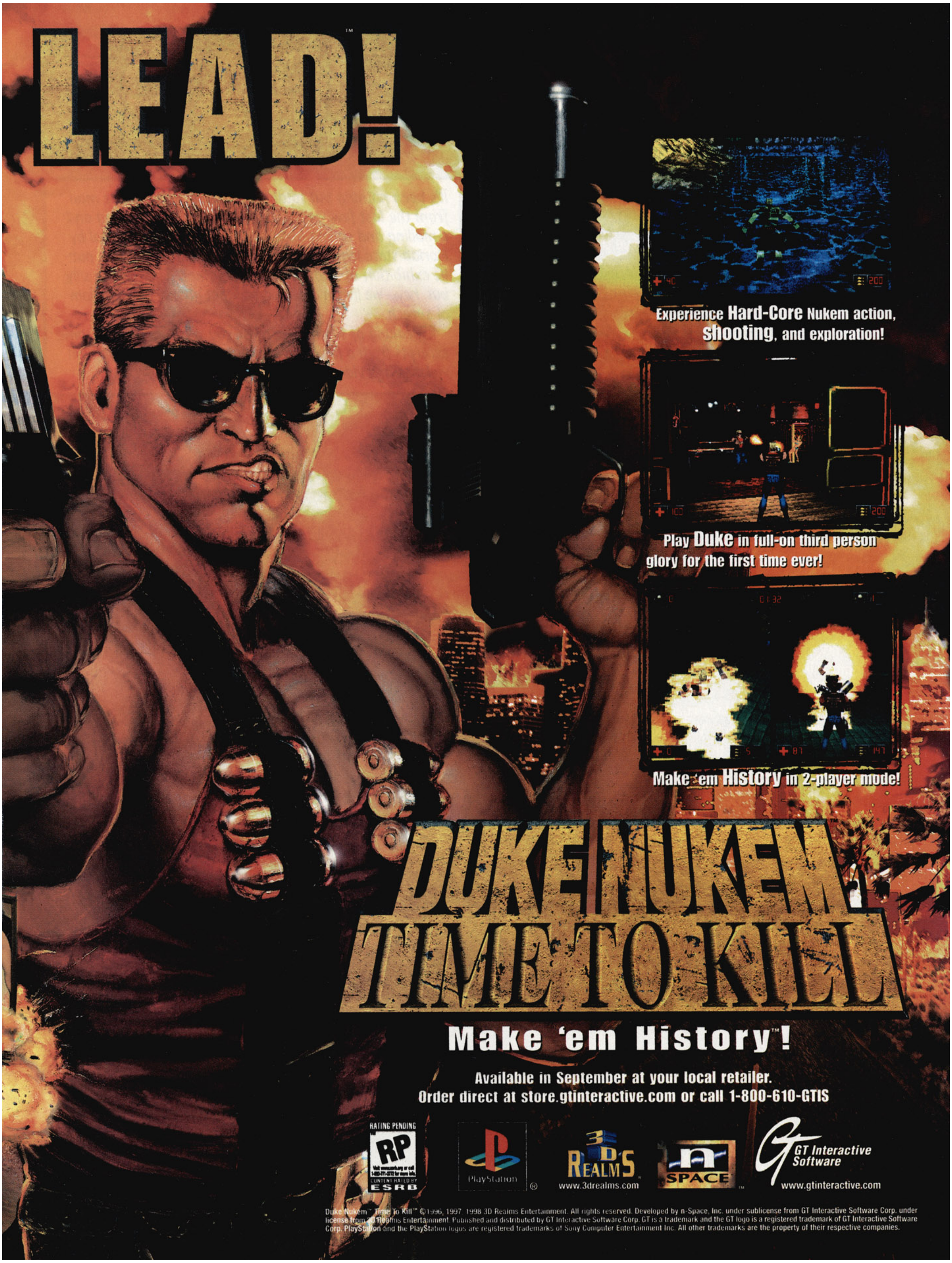
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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

VIOLENCE IS REAL, VIDEO GAMES ARE NOT

Feel like blowing the head off a zombie? Try Resident Evil II. Would you prefer to hack the limbs off murderous swordsmen? Fire up Deathtrap Dungeon. Do you have an urgent need to attack your friends? GoldenEye 007 is your license to kill. In fact, some of our more aggressive instincts are catered to by the most popular video games currently on the market.

It should therefore come as a surprise to no one that the gaming world is again being accused of everything from moral bankruptcy to devil-worshipping—and that certain American politicians are again getting into the act. You'll recall that Senator John Grant and Representative Barry Silver of Florida would have been happy to prohibit the public display of "violent" arcade games (see "ProNews," May), but their bill was recently defeated. It doesn't help that all these would-be do-gooders share one common characteristic: zero insight into the human condition.

Most violence stems from genuine physical and psychological abuse, not from polygons. The more video games are targeted as culprits, the longer American society will spend in denial. However, when policymakers begin taking real measures to deal with psychotic violence—like providing education in schools concerning the reality and danger of abuse—then they'll begin to get a handle on it.

Some might counter that video games are interactive, and that's what makes them dangerous. We disagree. What the would-be censors fail to appreciate is that the games do not create violent tendencies; they simply allow their public exhibition. Of course, the critics would prefer that all that stuff be kept under wraps, but not only is that impossible, it's dangerous. Too often, it seems, the headlines trumpet the cases of those whose pent-up frustrations explode in irrational fits of rage.

It's true: Video games allow us to acknowledge, experience, and, yes, enjoy some of our more socially unacceptable characteristics in a safe environment. Admittedly, some games are pretty raw, but the worst of them still reside firmly in the world of make-believe. To blame games for violence is to put politics in that same make-believe world. Meanwhile, real violence is happening out there in real world. We suggest that those concerned with eradicating violence go out into the streets and meet it there.

The GamePros
San Francisco, CA
comments.gamepro@gamepro.com

GAMEPRO READERS SPEAK OUT

It's been nothing but total madness sorting out the mail from the last few weeks. Everyone has been writing and e-mailing and calling about the controversial proposal by Florida state legislators, Silver and Grant, to ban the public exhibition of "violent" arcade games. This sounds silly, but, hey—we live in a democracy that guarantees freedom of speech.

Speaking of saying whatever you want, below are some excerpts from a few choice letters regarding the debate on violence and video games.

VIOLENCE YADDA YADDA

Guys, could you please allow GamePros all over the world (like me) to vote on whether Florida should ban violent video games? I'm 15 and I get all my games from the U.S. I can see it now: first the arcade games and then the video games. Please tell your elected officials on my behalf that they should nag others, like Satanists and drunks, who are plaguing the world! Not video gamers! By the way, I am from Jordan, and—*no*—we don't live in tents anymore.

Fayez R. El-Far via Internet

Good to see you moved out of the tents there, Fayez. Read on for more angry words.

When my sister and I have fights, we brawl in Tekken 2. Anyway, real violence is out on the streets—and that's where the politicians should be if they want to fight it.

Camu86 via Internet

This may sound dumb, but we could be banned from playing Tetris because it could be interpreted as encouraging children to drop heavy blocks on people. Or we could be stopped from playing Pac-Man because it shows a yellow dot eating pellets, thus pushing kids to take drugs and behave like cannibals.

PNiGHTS01 via Internet

Hmmmm...We never looked at Tetris or Pac-Man that way. Could Donkey Kong have been on crack? We think you're reading a little more into it than most people, but your point is well taken.

However, we're quite glad to be able to end this controversy on a happy note: The bill proposing to ban the public display of "violent" arcade games has failed. It died at the hands of murderous government red tape.

If you wish to look up the story of the bill, go to ***http://www.leg.state.fl.us/session/1998/house/bills/BillInfo/html/hb3341.html.***

DID I OFFEND THEE?

I am a very angry subscriber. Lately, I've been seeing an increase in video game violence. Also, stuff that I find evil and sacrilegious has been appearing in your magazine. The classics are not the ones where people get their brains splattered all over the pavement. Look at Gex, Donkey Kong, and Mario 64. These http://www.whymilk.com

With all the milk I drink,
my name might as well be
Calcium Ripken, Jr.
Really, I'm a huge milk fan.
Besides being loaded
with calcium, there's nothing
like it when it's ice cold.
Which is why I drink
the recommended 3 glasses
a day. And as you'd
probably guess, I'm not one
to miss a day.

CAL RIPKEN, JR. ©1996 NATIONAL FLUID MILK PROCESSOR PROMOTION BOARD

aren't violent games, yet they beat the rest in Fun Factor. And some of the ads in your magazine are stupid and offensive to my religion. I suggest that you people get your act together, or lose a subscriber.

Zerogue~ via Internet

Well, let's look at Gex (a smart-ass lizard that most religions would find abnormal, if not sacrilegious), Donkey Kong (a mad gorilla kidnaps a young woman, then throws flaming barrels of oil at her rescuer), and Mario 64 (an out-of-work plumber who battles "mushrooms"). The point is you can make anything out of nothing. Stop pointing fingers and just play what you like.

I BRAKE FOR CLUES

I just got my June issue, and, like always, thumbed through it right away. On page 33, I found an ad for Vigilante 8 that listed eight of the cars in the game. The cars and their names looked familiar. Then I realized these were the same cars in another Acclaim game, Interstate 76. Vigilante 8 looks like a cool game, but it won't live up to its potential if Acclaim is just remaking I76 for the PlayStation by giving it a new name.

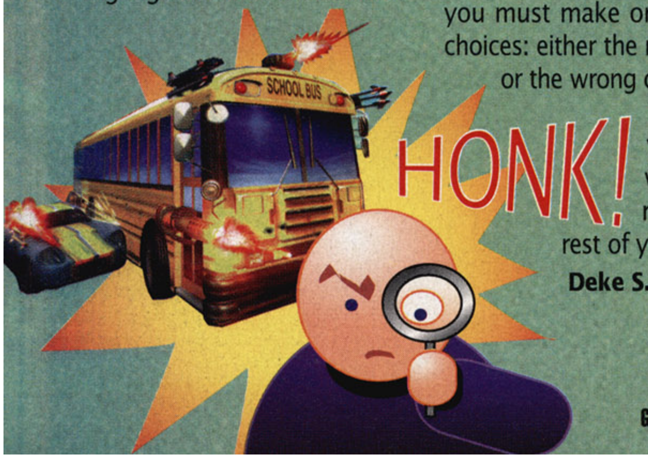
Iceman8363 via Internet

People like you make us scratch our heads. Activision is releasing Vigilante 8. And Activision also put out Interstate 76. In our April issue, we discuss the similarities between the two games, but note the gameplay is the exception (see "Vigilante 8: Total Carnage!").

AN EDUCATED POINT OF VIEW?

While looking over the March issue of *GamePro* that a student gave me for review, I was shocked and enraged by what I saw on the pages of this children's video game magazine. Your Duke Nukem review has a picture from the game showing girls standing topless on what seems to be a walkway. The caption reads: "Scenes like these are sure to give Duke a Mature rating." And page 96 has an ad of a leather-clad woman whipping a man chained to a wall. Why print such suggestive material? It's apparent your editors haven't been following the headlines about young students who carry handguns to school. It is those students who read the suggestive articles in your magazine and get ideas from them. I am a teacher who is deeply concerned about our children's welfare, education, and quality of life. I am not suggesting you stop printing your magazine, but perhaps you could put a warning label on its cover, such as, "This magazine may not be suitable for minors." As I tell my students, "In your life you must make one of two choices: either the right choice or the wrong choice—but the one you make will determine the rest of your life."

Deke S. Gunsolley



Good points, Deke, but a little off the mark. First, we've never touted ourselves as a children's video game magazine. As a matter of fact, the median age of our readers is 17. Secondly, you imply that by printing a review of a game that advises readers of its sexual content that we've somehow misunderstood the Jonesboro tragedy. And thirdly, we censored the Duke Nukem pix you cite with black bars placed over the explicit areas. We inform readers about all aspects of a game—and this popular title was sure to be rated M because of the revealing pix.

We're heartened that you care deeply about children's welfare and education. Community involvement is what helps parents sleep well at night. But deriding a magazine that you read once shows narrow-mindedness. Yes, life is full of choices—and choosing to read GamePro is a much better choice than opting to join a gang, do drugs, or shoot people in a schoolyard.

Dropped the Ball....

Somebody at the prepress house dropped the ball big time the last few issues. Of course, he'll never live to see his next birthday.

In our review of All-Star Baseball '99 for the Nintendo 64 (see "Sports Pages," July), the wrong ratings faces appear with the 5.0 scores for Graphics and Fun Factor. The correct faces appear below:

All-Star Baseball by Acclaim

Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

And the crazed 5.0 guy's face was also mistakenly omitted from the Fun Factor of The Granstream Saga (see "Role-Player's Realm," July). The correct faces appear below:

The Granstream Saga by THQ

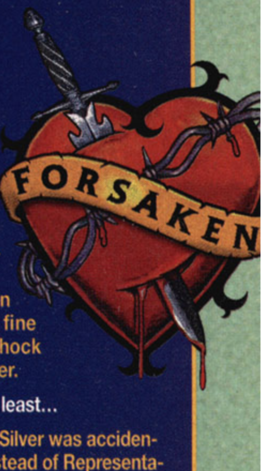
Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	5.0

And Mortal Kombat 4 for the N64 had some wacked-out move info (see ProReview, July). The correct ProTips are shown below:

PROTIP: Wanna really humiliate your opponent? Slam them into the camera by tapping (→ LP) while wielding Raiden's mallet, Jax's spiked club, or Reiko's spiked club.

PROTIP: To execute Scorpion's special fatality in Goro's Lair, move in close and tap ←, →, →, LK. The Kombat Kode for Goro's Lair is 011 011.

That's not all, folks...



In the review of Forsaken for the PlayStation (see ProReview, June), we mistakenly critiqued the game for not supporting analog controllers. In fact, Forsaken PSX works just fine with the Dual Shock analog controller.

And last but not least...

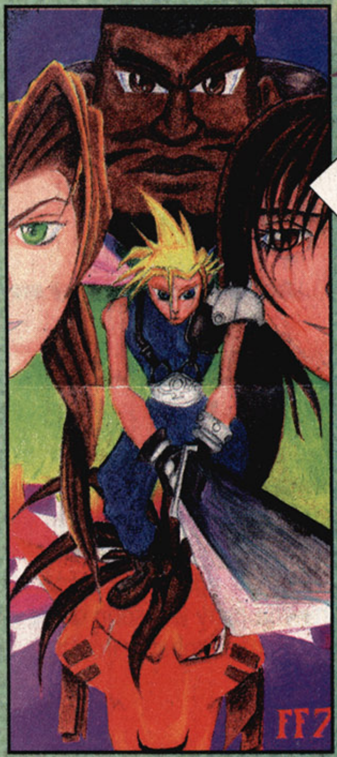
Senator Ronald Silver was accidentally pictured instead of Representative Barry Silver (see "ProNews," May). Senator Silver was uninvolved in the violent video game bill.

GamePro sincerely regrets these errors.

E-mail us your comments at this Internet address:
comments.gamepro@gamepro.com

Art Attack

Pick of the Month

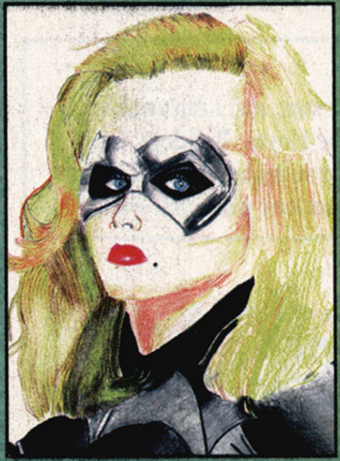


Dave Allen, Crosbyton, TX

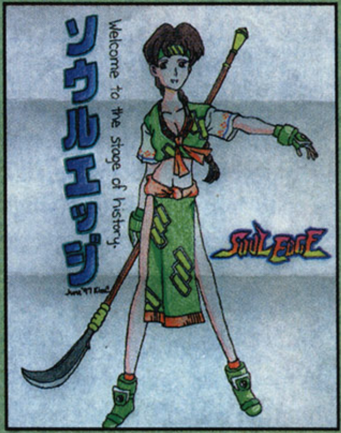
PRIZE!

This month's winning artist will receive a GamePro T-shirt!

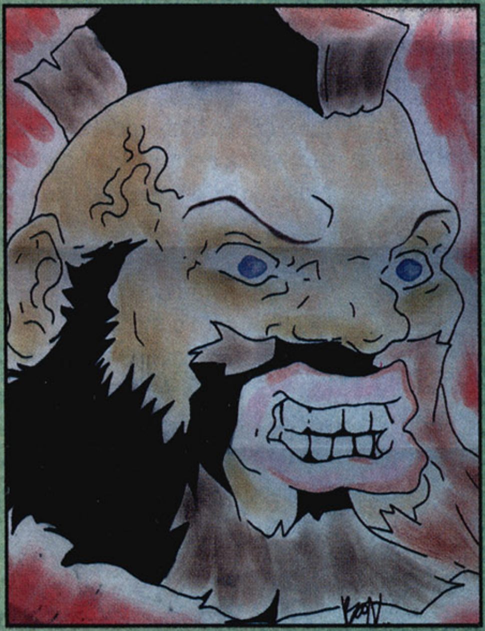
GamePro
video games
warrior



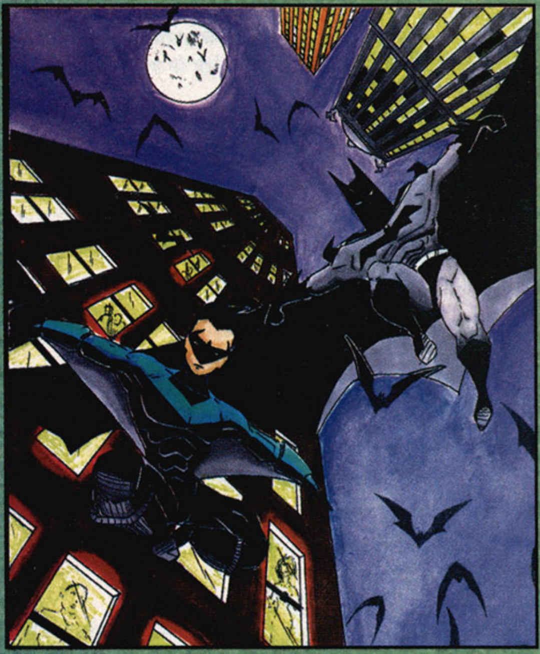
George Patsoura, Astania, NY


ソウルエッジ
Welcome to the stage of history.
SOUL EDGE

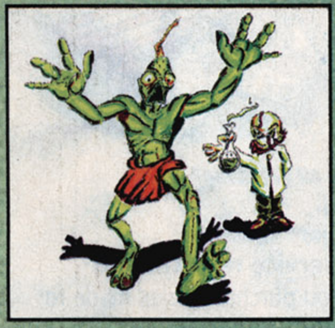
Kimberly Crinkey, Tacoma, WA



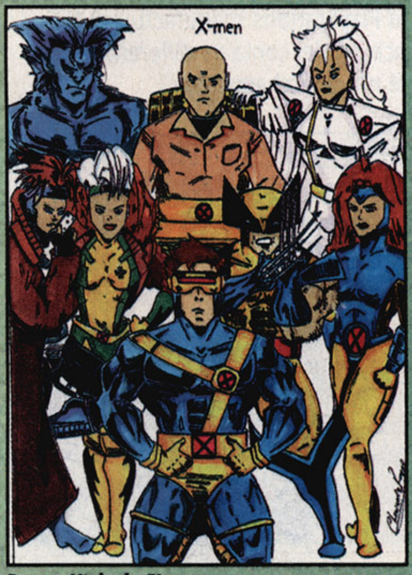
Wayne Smiley, Viginia Beach, VA



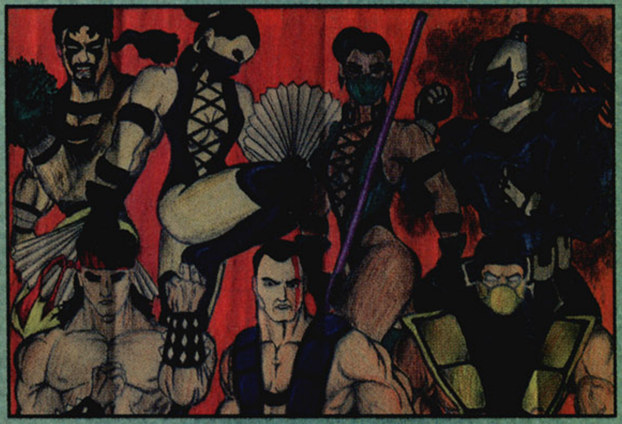
Alex Gonzalez, Hialeah, FL



Jayson Paris, Princeton, KY



Roger, Hialeah, FL



Abiel Inizarry, San Sebastian, Puerto Rico

Tell Us What You Think!

This is your magazine, so tell us what you'd like to see in it. Send your letters to:

GamePro Magazine
Dear Editor
P.O. Box 193709
San Francisco, CA 94119-3709

We cannot publish all letters and e-mail messages, and ***we cannot send personal replies to your letters or e-mail.***

BUYERS BEWARE

By The Watch Dog

Football season is about to start, and I can't wait to see my favorite teams (the Hoyas, Bulldogs, and Huskies) kick some major tail. Are you impatient, too? Then read the answers to some tough questions while you wait.

Q: Every time I rent a copy of NBA Live '98 for the PlayStation and start the Playoff mode with the Celtics, the game freezes up. Is this a problem that others have experienced?

Tom Comeau
Windham, ME

Overheating can burn anyone or anything to a crisp.

A: An Electronic Arts customer service representative explains:
"This isn't a common occurrence, so it could be that your PlayStation is overheating. To help alleviate the problem, place your PlayStation on its side so it's better ventilated."

The Watch Dog adds:
Placing the PlayStation on its side to keep it from overheating has actually worked for many editors at *GamePro*. While Sony states that it isn't harmful to ventilate your PlayStation this way, it recommends that you either find an official Sony repair shop and get your PlayStation fixed there or unplug your system when it's not in use.

Q: In March Madness '98 for the PlayStation, why can't I find the classic teams or the option to play a Preseason or Conference Tournament?

Pam Kato
via Internet

ARE YOU READY FOR THE MADNESS?

Misleading misprints

A: An Electronic Arts customer service representative answers:
"Unfortunately, there's a misprint on the packaging. The classic teams and the option to play a Preseason or Conference Tournament are not included in March Madness '98. We apologize for any inconvenience."

Q: Because of an accident I had when I was young, I lost most of the dexterity in my left hand, and my ability to use the analog stick on the N64 controller is inhibited. I was wondering if Nintendo is going to make a right-handed controller. I really enjoy the quality of some of the N64 games and wish I could play them.

Jason Pinney
via Internet

Control has never been so easy!

A: The Watch Dog answers:
According to Nintendo's customer service rep, there aren't any controllers available that will allow you to use the analog stick with your right hand. Hopefully, either Nintendo or a third-party company will soon come out with a right-handed controller, as you're probably not the only gamer who would like one.

Q: I bought a memory card in Korea but it won't work with my U.S. PlayStation. What's wrong?

Richard Kim
Korea

Can't we all get along?

A: A Sony customer service rep explains:
"The memory card you purchased was made for the Japanese PlayStation, so it won't work on your U.S. console. Because voltages can differ from country to country, there are three types of PlayStations manufactured: U.S., Japanese, and European. Each model contains different wiring from the others, and they're not interchangeable."

You Make the Call

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer-service numbers to call:

Sony: 800/345-7669 **Nintendo:** 800/255-3700 **Sega:** 800/872-7342

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 193709, San Francisco, CA 94119-3709

Or e-mail us at *buyers_beware.gamepro@gamepro.com*

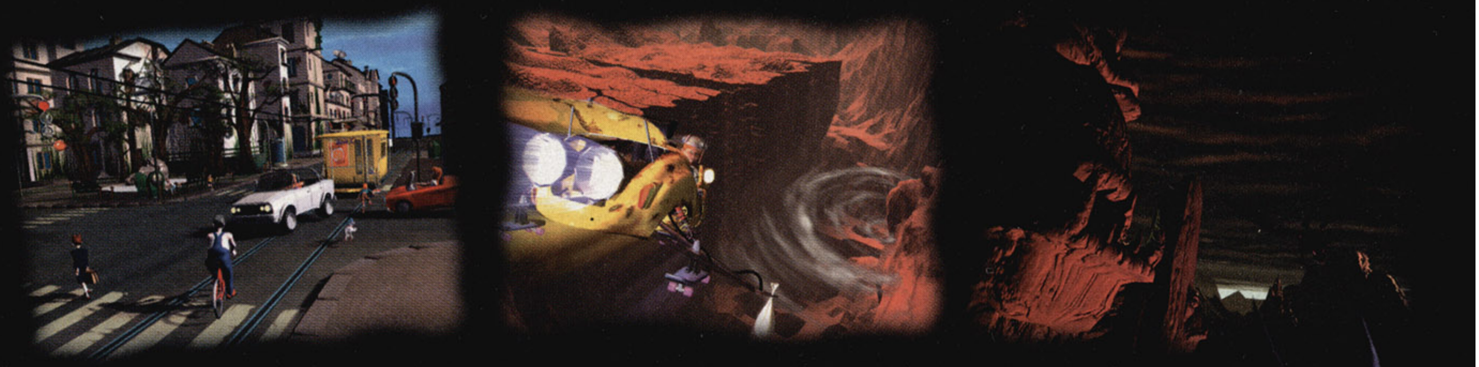
"SUPERB ANIMATION AND BREATHTAKING CINEMAS... LOOKS MORE LIKE THE PRODUCT OF A DISNEY STUDIO..."

- NEXT GENERATION

"SIMPLY STUNNING."

- GAMEPRO

INTRODUCING BREATHTAKING



Over 30 minutes of cinematics fluidly merge with gameplay in a thrilling storyline full of bizarre characters with a great sense of humor. Dedicated sound effects and an original score make Heart of Darkness an unforgettable gaming experience.

TEEN
T
CONTENT RATED BY ESRB
PlayStation

Experience intense action as you help young Andy fight through 8 huge levels and 175 different locations in a dark world filled with mystical mazes, exotic landscapes and evil enemies, in search of his best friend, Whisky.

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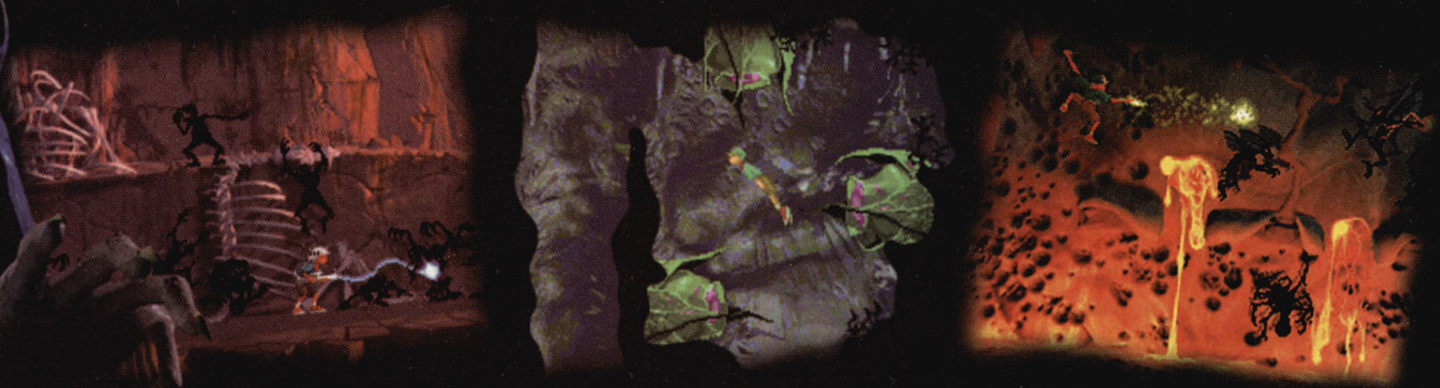
24-BIT COLOR ON PLAYSTATION®

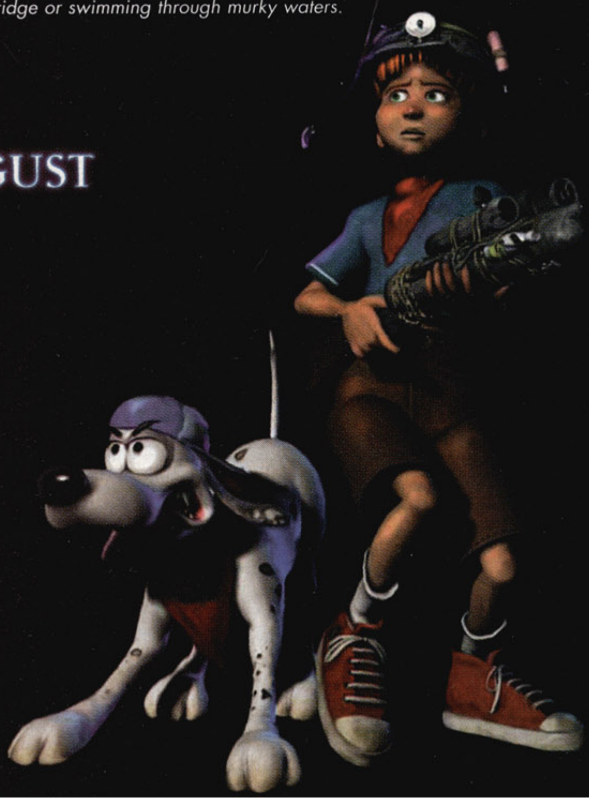
HEART OF DARKNESS™

An Epic Adventure in a World Unlike Any Other



Unrepetitive! Every level looks different, requiring a new skill or strategy to find Whisky. 2000 frames of animation are used just for Andy, so he moves smoothly whether he's climbing, sneaking across a bridge or swimming through murky waters.

COMING THIS AUGUST



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Special E^3 Report

Sega's Future: Dreamcast

Sega unveils its 128-bit console prototype, partners and plans

For Sega, the Saturn nightmare is almost over. Now the company will start following its dreams.

Sega of America president and chief operating officer, Bernard Stolar, officially unveiled the company's forthcoming 128-bit console, now named Dreamcast, at a press conference the night before E^3 opened. Proudly hoisting colorful prototypes over the podium for the audience to see, Stolar told attendees that Sega is "not just going to the line—we're stepping over it." Dreamcast is scheduled to ship in Japan this November, and in the United States during the fall of 1999. Between 20 to 30 titles are expected to be available for the U.S. launch.

Stolar went on to detail hardware and software partners for the new console. Microsoft has agreed to supply the operating system, Hitachi is manufacturing the main processor, NEC and Videologic will create the 3D video chips, and Yamaha is handling the sound hardware and CD drive. The system will also feature a built-in modem for online gaming via a custom network being created by SegaSoft, and a removable memory card with an LCD screen called the Visual Memory System (VMS).

Sega of America president, Bernard Stolar, proudly cradles the new Dreamcast controller and VMS memory module.

(For detailed Dreamcast technical information, see "The Cutting Edge," this issue.)

On the software side, five major software publishers have committed to game development: Acclaim, GT Interactive, Interplay, MicroProse, and Midway. No specific titles were announced, but two graphic demonstrations of the system's capabilities were shown to the audience. No photos—or even descriptions of the scenes—were permitted. Stolar did say, however, that Sonic the Hedgehog and characters from Virtua Fighter would appear in some of Sega's own initial games for the system, though those games would put the characters in all-new situations.

"The Sega you see today is driven by two important goals," said Stolar in a press release. "Delivering the best new gaming experiences this industry has ever seen, and winning back the number one position in the console category. We'll do whatever it takes to get there."

Dreamcast

news bits

Project X Details Revealed

PROJECT X

VM Labs has finally released some solid facts about its super-secret game system, Project X. It turns out the system isn't a new console at all—it's part of a new digital video technology to be incorporated into DVD units and other digital home video products. The Project X media processor replaces the existing MPEG decoder but will also run Project X game software, transforming DVD players from passive video components into "interactive multimedia centers." VM Labs promises that their chips will be made available for "little to no additional cost to the manufacturer."

The media processor can handle 1.5 billion instructions per second, and runs at speeds exceeding the fastest Pentium chips. Thompson, Motorola, and Toshiba have all signed on as hardware partners, while software developers working with VM Labs include Activision, Hasbro, Capcom, Crave, Fox, Psygnosis, and THQ. The first Project X–equipped DVD players are expected to ship in early 1999.

No 64DD until 2000?

Things are looking less and less stable for the Nintendo 64 disk drive. At E^3, Nintendo of America president, Howard Lincoln, said that while he expects a Japan launch before the end of the year, there are currently no plans to bring the peripheral to American shores in 1998—or 1999, for that matter. Will the Nintendo faithful hold a torch for two more years? Only time will tell.

Microsoft

DEFLECTA-SHIELD
SNAKE BITE
Firestone

IF YOU CAN'T BEAT 'EM, CRUSH 'EM.

Monster Truck Madness® 2 is here, with more ground-pounding, trash-talking fun than the original. Featuring 20 trucks that show the damage you dish out, including four new WCW™ and nWo™ WrestleTrucks like "Hollywood" Hogan. Risky night racing and nasty weather options. Thumping force-feedback support. The Summit Rumble, an outrageous multiplayer game of "king of the hill." And 11 wild new tracks. Get your free demo and start crushing the competition at **www.microsoft.com/games/monster/**

MONSTER TRUCK MADNESS 2

EVERYONE
E
CONTENT RATED BY ESRB

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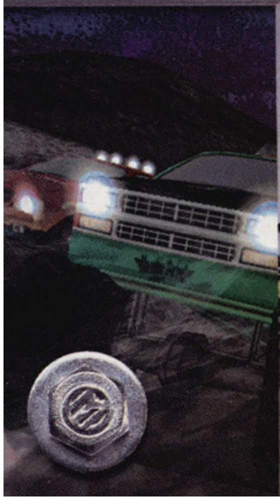
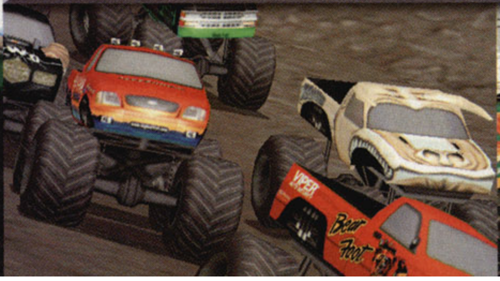
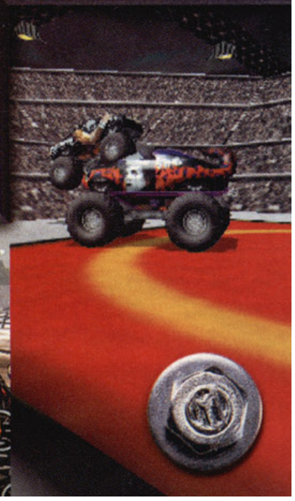
TRI

INTERNET GAMING ZONE
play it on zone.com







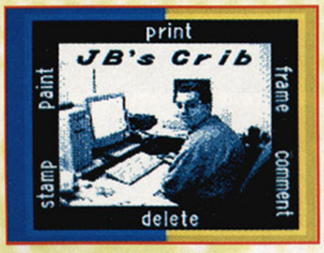
GamePro Labs Special: Game Boy Camera and Printer

GAME BOY
camera

A digital camera for the Game Boy? True—and it's more sophisticated and more fun than anything you could have possibly expected.

The Camera plugs into the Game Boy's cartridge slot, its spherical, swiveling lens sticking out of the top. In addition to a Time Lapse mode, a self-timer and a panoramic option, you'll find more than a dozen trick lenses, allowing you to create split-screen and mirror images, montages, and other special effect shots.

Once you've got a few images saved (the camera can hold up to 30), it's time to get silly. Load a picture, then flip it, doodle on it, add funny ears, stamp Mario into a scene, caption it, literally put words in people's mouths, and even paint on it in color with the Super Game Boy.

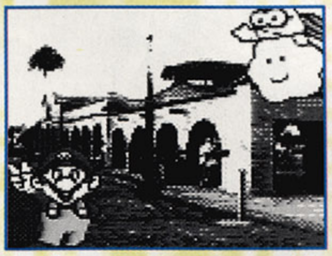


Any photo can be titled, enhanced, doodled on, framed, exchanged, and printed out.

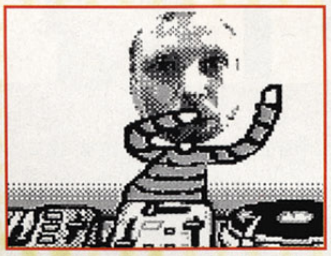
You can animate the still frames to make your own mini-movies, complete with musical score. Even better, the camera comes with three built-in games, two of which let you insert your face into the action.

If you'd like to share your masterpieces, you can transfer pictures between cameras with the link cable or give out hard copies with the optional printer. With animated menus, tons of funky music, and endless replay value, the Game Boy Camera is absolutely the coolest peripheral to come out for any system, ever. We're talking hours upon hours of goofy, creative, go-anywhere fun.—*Dan Elektro*

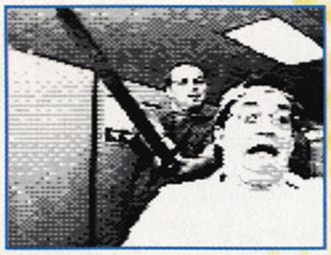
Rating: 5.0
Price: $49.95 for Game Boy Camera
$59.95 for Game Boy Printer
Contact: Nintendo, **http://www.nintendo.com**



The Stamp function lets you add pictures and icons to your existing digital photos.



You're the mixmaster in the quirky DJ game!



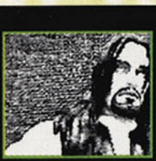
Animate still frames to make a mini-movie—let your imagination run wild!

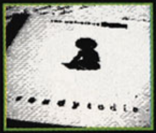
Static

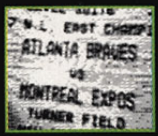
Last year E^3 was hot and loud. This year it was hot, loud, and predictable: There were a lot of good games, but no big surprises. • The Foo Fighters were killer at the Sony party; but apparently the gig was too short for them, so they headed over to SegaSoft's smaller soirée and jumped on stage for a half-dozen numbers. Betcha Sony is pissed! • Right after E^3, both Sony and Nintendo dropped their console prices to $129. Why not announce it during the event? • Who had the best booth bunnies? Major Mike liked the Crystal Dynamics twins; Air Hendrix and Dr. Zombie preferred the three girls of Eidos; Dan votes for the latex ladies at SegaSoft; and Rookie reports that the Thrill Kill girl was "damn near naked." • Seems like the entire video game industry is made up of whites and Asians. What's up with that? • Dan Elektro lost the Blitz tournament—to a guy who makes medical software for a living. He's fired. • Throw another Tomb Raider clone on the fire! • Extreme Ahab: "Atlanta makes New York seem organized." • Sony Interactive Studios America—already a boring name—has changed their name to 989 Studios. And this is better? • Major Mike was constantly hungry for the first two days until he played Thrill Kill. That made him lose his appetite. • And on that note: Thrill Kill...Thrill Kill...Thrill Kil

All E^3!

Find Scary Larry and Win a Game Boy Camera Package!







GAME BOY
camera
GAME BOY
printer

Scary Larry is missing from his office! The only clues found at the scene were an Undertaker action figure, a rap CD, and a ticket to a baseball game. Based on the photographic evidence printed here, you must figure out which GamePro editor took Scary, and where they took him. Answer correctly and you could win one of two Game Boy prize packs containing a Game Boy Camera, a Game Boy Printer, and a limited edition Ice Blue Game Boy Pocket!

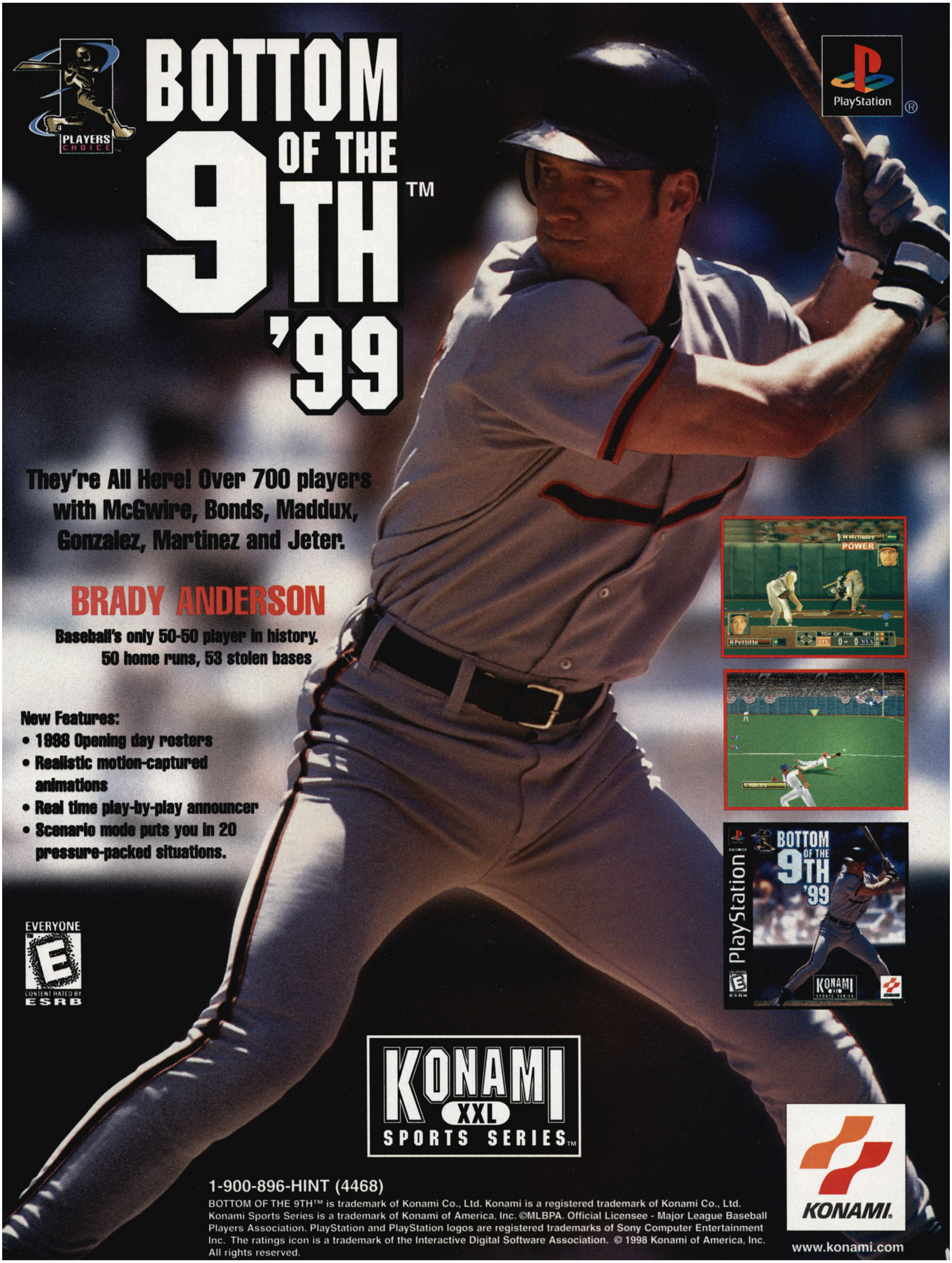
Send us your guess as to the editor and Scary Larry's current location (see sidebar, "Official Rules and Regulations")—but do it before August 7, 1998. And watch our next issue for another clue and another chance to win!

Find Scary Contest—Official Rules and Regulations

One entry per person. Send your entry via e-mail to findscary@gamepro.com or send a 3x5 card with your answer to Editorial Department, Find Scary Contest, PO Box 193709, San Francisco, CA 94119-3709. Please include name, address, city, state, zip-code, and phone number with area code on your contest entry.

All mail entries must be received by August 7, 1998. All entries submitted via the Web must be received no later than 11:59 pm PST on August 7, 1998. IDG Games Media Group and *GamePro* magazine assume no responsibility of late, misdirected, incomplete, or illegible entries. Winners will be chosen by random drawing from all correctly answered entries received.

Winners will be published in the November 1998 issue of *GamePro*. By participating in this contest, IDG Games Media Group and *GamePro* magazine have the right (at their discretion) to use entrant name, likeness, image, biological information, and other data, including but not limited to photographs and videotape, in connection with any and all promotional activity in which IDG Games Media Group and *GamePro* magazine may engage with respect to the contest, in magazines or Web sites published by IDG Games Media Group.



BOTTOM OF THE 9TH™ '99

They're All Here! Over 700 players with McGwire, Bonds, Maddux, Gonzalez, Martinez and Jeter.

BRADY ANDERSON

Baseball's only 50-50 player in history. 50 home runs, 53 stolen bases

New Features:

- 1998 Opening day rosters
- Realistic motion-captured animations
- Real time play-by-play announcer
- Scenario mode puts you in 20 pressure-packed situations.

EVERYONE
E
CONTENT RATED BY ESRB

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1-900-896-HINT (4468)

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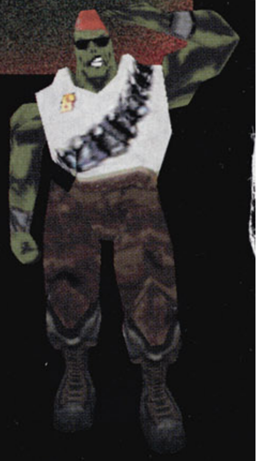
KONAMI®

www.konami.com

Quake II: Online Aftershocks

As amateur programmers create their own modifications, Quake II is changing—for the better.



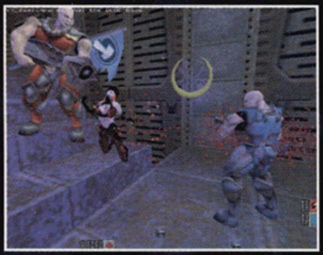
BY DAN ELEKTRO

The original Quake spawned tons of homemade levels, monsters, vehicles, movies, and conversions—everything from a racing game to Quake chess. When Quake II came out, the creative floodgates reopened, letting in flag captures, robotic opponents, and prison revolts—all of which can be downloaded and played online for free (with a retail copy of Quake II, of course). Here's a sampling of the best homebrewed mods for Quake II (so far).

Alternate Games

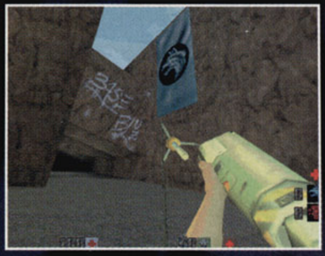
Capture the Flag

http://www.captured.com



If the enemy team steals your flag, do whatever it takes to get it back!

When you get tired of plain ol' deathmatches, it's time to Capture the Flag. Two teams face off in an attempt to grab the other team's flag and bring it back to their own base. A new weapon, the grappling hook, allows for more mobility and quick getaways, while four Tech power-ups ("runes" to CTF old-timers) enhance your shields, health, speed, or power. Try id's official version of CTF (a.k.a. Zoid's CTF) or one of more than a dozen variations, including the extremely complex Battle of the Sexes, which adds character classes à la Team Fortress; or the very impressive Loki's Minions variant, which includes original levels, cool new skin sets, and the capability to fire the grappling hook and another weapon simultaneously.

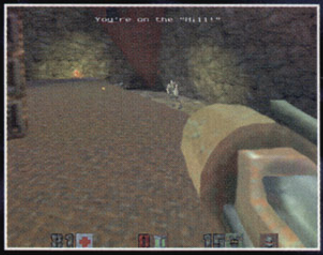


Every version of Capture the Flag features a new weapon, the grappling hook, in one form or another.

King of the Hill

http://www.planetquake.com/osp/koth/

Step one: Find the Hill. Step two: Claim it. Step three: Defend it! Sounds simple, right? Well, the "hill" may not be what you think—it could be inside a building or on the deck of a floating pirate ship. Plus, everybody's eager to be crowned King, so all the players converge on one chaotic spot. You'll need a cunning offense and an adrenaline-soaked defense to stay on top.



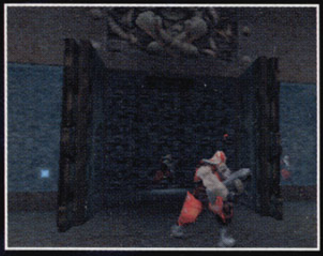
You're on the "Hill!"

In King of the Hill, getting there is half the fun. Staying there is the rest.

Jailbreak

http://www.planetquake.com/rxn/jail/

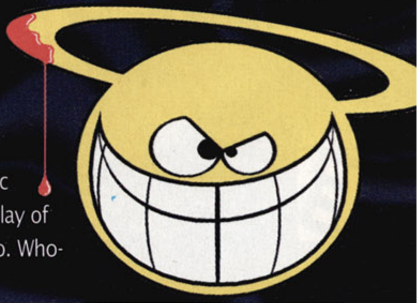
In Jailbreak, players also raid the enemy's base, but this time you're not capturing a flag—you're liberating captured teammates! Every time a soldier is fragged, they're respawned inside the enemy jail (which plays cheesy elevator music just to make it that much more humiliating). If they all get caught, the incarcerated players are executed—but if just one teammate storms the jail and frees the hostages, it's an all-out prison riot!



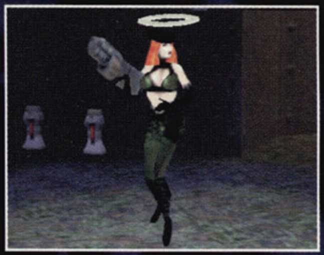
Some jails have sneaky escape routes; others have only a main gate that must be opened by someone on the outside.

Holy Wars

http://www.planetquake.com/holywars/



A variation on the playground classic Kill the Man With the Ball, the gameplay of Holy Wars centers on a glowing Halo. Whoever picks it up becomes the Saint, gaining some health and armor as well as an easy-to-spot yellow disc that floats over their head. Only the Saint gets points for frags, while everyone else tries to waste the Saint and steal the Halo. Frantic? Yes. Silly? Oh, yes. Fun? Absolutely.



Do you have what it takes to be a Saint? Do you have what it takes to remain a Saint?

NO. NK5-DOM

NO. NK5-DOM

CHERRY COKE® INSTRUCTIONAL SERIES

CANINE HOUSEKEEPER

A useful guide to training your dog to do all the things you don't want to do.

Just like humans, some dogs are smarter than others. (In fact, some dogs are smarter than some humans. You can probably think of a few examples yourself.) So hang in there if your pet turns out to be some sort of canine lamebrain.

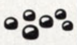
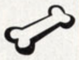
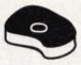
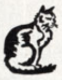
LESSON 1: GARBAGE REMOVAL

COMMAND	ACTION
"Grab"	Instruct your canine to grab the bag at its opening to avoid a major tear.
"Carry"	Then, be sure he lifts and carries it off the ground. Don't drag the bag.
"Deposit"	Finally, it needs to go "in" the can. Not "on" it. Not "near" it. Inside it.

If your canine just can't figure it out, try putting the bag in your mouth and demonstrating it for him. **HINT:** this is best done when no one else is watching.

TRAINING TIPS

1 Reward a task well done:

	A). A few of these are ample reward for first-time success.
	B). Give this tasty morsel when he consistently comes through.
	C). Lay this on him when he does a chore without being asked.
	D). Just kidding.

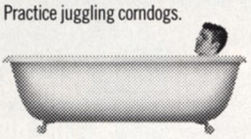
2 Provide frequent rest periods:

Keep in mind that every year of your life equals seven dog years. So your hound is working some really long hours:

Chore	Your time	In dog years
Empty garbage	4 min.	28 min.
Tidy up room	45 min.	5 hrs., 15 min.
Pulling weeds	4 hrs.	1 day, 4 hrs.

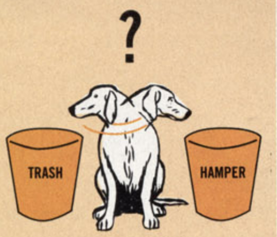
3 Relax and enjoy your free time:

- Sit in the bathtub and get all wrinkly.
- Prove the existence of extraterrestrial life.
- Practice juggling corndogs.



LESSON 2: TIDYING UP

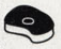
After garbage removal this should be a snap. Just be sure your pooch knows the difference between a garbage can and a clothes hamper. If not, you could end up short of underwear.

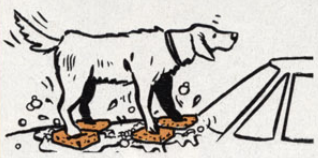


ADVANCED LESSON: AUTO CLEANING

This should be attempted with hounds of exceptional intellect and dexterity, only. If your canine is a bit of a putz, don't even waste the time trying to teach this one.

Bonus Reward

( x2)



LESSON 3: PULLING WEEDS

Weed "YES"

Flower "NO"

Dogs don't have a green thumb (heck, they don't have a thumb of any kind). Therefore, you need to help them distinguish between a weed and a flower. If you don't, well, let's put it this way, your mutt won't be the only one living in the proverbial doghouse.

size 20 fl.oz.
CHERRY COKE

DISCLAIMER - In the event you don't own a dog we do not recommend substituting any of the following: a hamster (too small), a turtle (too slow), a rattlesnake (too poisonous), a dinosaur (too extinct). However, if you have a little brother, all of the ideas shown here definitely do apply.

DO SOMETHING DIFFERENT.®

SLP. 3402-457

1:6 scale

www.cherrycoke.com

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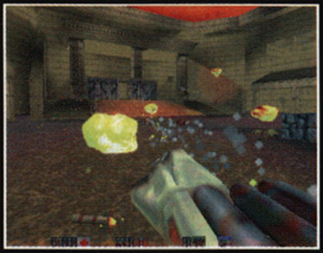
ROCKET
ARENA 2

Rocket Arena

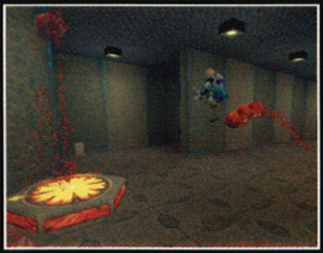
http://www.planetquake.com/servers/arena/


In Rocket Arena, big weapons in constricted areas make for a huge adrenaline rush.

Rocket Arena serves up one-on-one and small-team matches on confined gladiator-style playing fields. Each player starts with heavy firepower, but only the winner stays to battle another opponent. It's the ultimate test of your combat skills.

Headhunters

http://www.planetquake.com/headhunters/

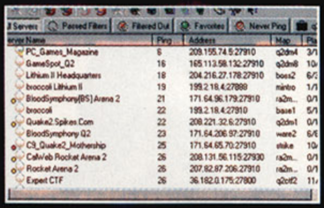

HotRod Todd races to the altar with a fine collection of brain boxes in his favorite Quake II mod, Headhunters.

This one's as grisly as it sounds. Kill enemies, collect their decapitated heads, then cash them in at an unholy altar for big points. The more skulls you deliver at once, the higher your score. Enemies, though, can follow the trail of blood left by your dangling collection of heads, then frag you and steal them all. How can you not love this game?

Other Goodies

GameSpy 3D

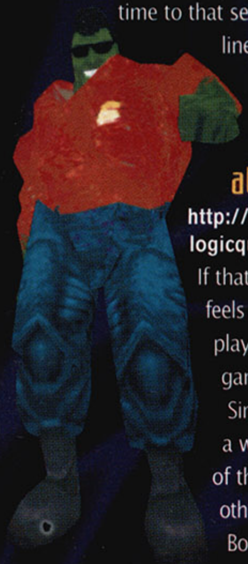
http://www.gamespy.com/



erver Name	Ping	Address	Map	Pla
PC_Games_Magazine	6	209.155.74.5:27910	q2dm4	3/1
GameSpot_Q2	16	165.113.58.132:27910	q2dm8	10
Lithium II Headquarters	18	204.216.27.178:27910	boss2	6/
broccoli Lithium II	19	199.2.18.4:27888	minbo	1/1
BloodSymphony[BS] Arena 2	21	171.64.96.179:27910	ra2m...	0/1
broccoli	22	199.2.18.4:27910	base1	5/1
Quake2.Spikes.Com	22	208.221.32.6:27910	q2dm1	0/1
BloodSymphony Q2	23	171.64.206.97:27910	ware2	6/
C9_Quake2_Mothership	25	171.64.65.70:27910	stike	10
CalWeb Rocket Arena 2	26	208.131.56.115:27930	ra2m...	0/1
Rocket Arena 2	26	207.82.87.206:27910	ra2m...	0/1
Expert CTF	26	36.182.0.175:27800	q2ctf2	11

Looking for some online action? Seek out GameSpy first.

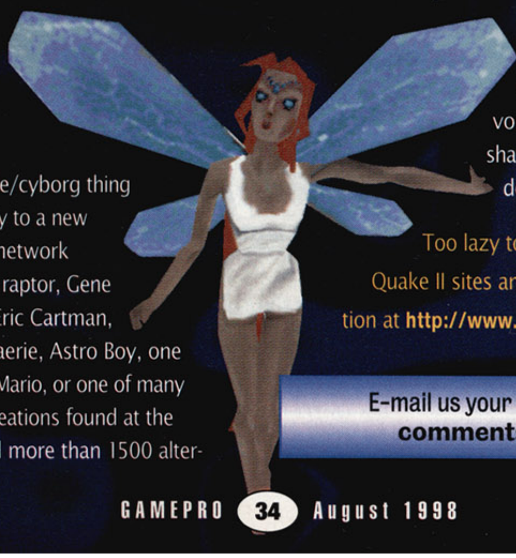
Now that you know all these cool alternate games exist, how do you find them? With GameSpy, a great shareware utility that seeks out local servers, tells you what kind of Quake II game they're running and your ping time to that server, helps you find friends who are playing online, and more. It's an indispensable tool, and worth the registration fee of $20.



Skins & Models at the Body Shop

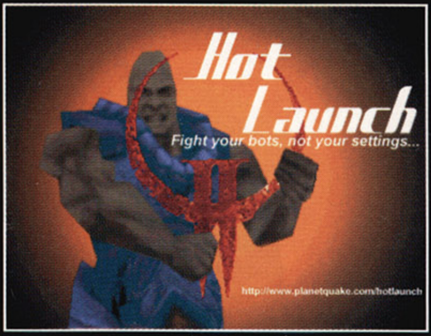
http://bodyshop.logicquest.com/

If that traditional male/female/cyborg thing feels old, change your identity to a new player model. In online or network games, you can become a raptor, Gene Simmons, a sleek robot, Eric Cartman, a werewolf, Boba Fett, a faerie, Astro Boy, one of the Transformers, Sonic, Mario, or one of many other cool creatures and creations found at the Body Shop. You'll also find more than 1500 alternate outfits (called "skins") for the existing Quake player models—including skins of the *GamePro* editors. The only catch is that everyone you play with has to have those skins installed too, or they'll see you as a standard grunt.



Eraser Bots & Hot Launch

http://impact.frag.com/
http://www.planetquake.com/hotlaunch


Hot Launch
Fight your bots, not your settings...
http://www.planetquake.com/hotlaunch

Can't get online to play Quake II? Try a "bot"—an A.I. robot with human-like deathmatch behavior that you can practice with during your offline hours. You can easily adjust the Eraser Bot's accuracy, combat skills, aggressiveness, and favorite weapons—even their tendency to camp or get greedy for quad damage. Eraser Bot is the supreme multiplayer training tool, and Hot Launch's slick interface simplifies Eraser to painless points and clicks.

Viewable Weapons

http://www.telefragged.com/tsunami/

At last! In VWep games, rocket launchers look like rocket launchers and hyperblasters look like hyperblasters.

Why do players appear to be holding a shotgun even if they're about to unload with a hyperblaster? On servers with the "VWep" patch installed, you can see exactly what your opponents are blasting before they fire—whether it's a massive rocket launcher or a single grenade. It's a crime this wasn't incorporated into the game from day one.

VWEP
Quake 2 the way it was meant to be.

How To Improve Your Ping

http://www.telefragged.com/ping

Sick of slow Quake II connect times? With these instructions, a little common sense, a little technical trickery, a lot of software updates, and about two hours of your time, you can reduce your lag. If you don't follow the instructions exactly, however, you could really screw up your computer. But if you do as their author, Dean Lorenson, instructs, you'll have a healthier computer and, quite probably, a faster connection to your favorite Quake II server. The few milliseconds you shave off your time could be the difference between dodging a rocket and being nailed by a rail. G

Too lazy to type in all these URLs? You'll find all these Quake II sites and more at GamePro Online. Go to the Links section at **http://www.gamepro.com/clanggamepro**.

E-mail us your comments at this Internet address:
comments.gamepro@gamepro.com

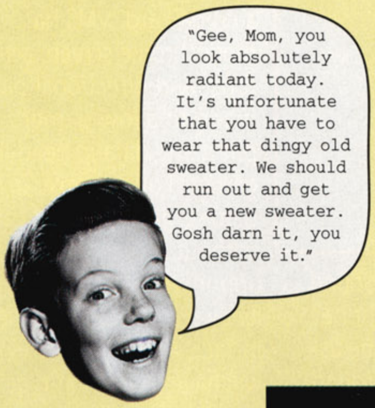
GETTING TO TARGET FOR THE LATEST GAMES.

Tried and True Method No. 718

Flattery will get you to Target*

STEP 1

Recite the following out loud in your most sincere tone.

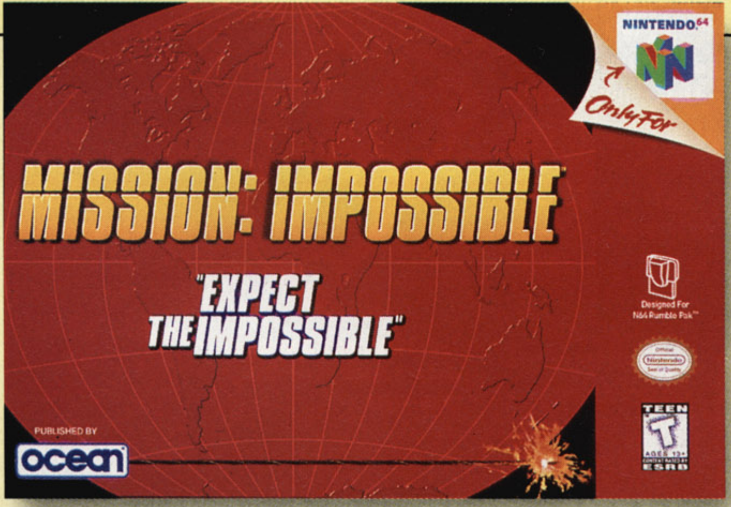

"Gee, Mom, you look absolutely radiant today. It's unfortunate that you have to wear that dingy old sweater. We should run out and get you a new sweater. Gosh darn it, you deserve it."

STEP 2

Give mom hug.

STEP 3

Make following suggestion, "Where can we go? Hmm, maybe Target. Yeah, Target."


NINTENDO64
Only For
MISSION: IMPOSSIBLE
"EXPECT THE IMPOSSIBLE"
PUBLISHED BY
ocean
Designed For N64 Rumble Pak
TEEN

While your enthusiasm for your mother's fashion decisions may not be completely genuine, your enthusiasm for the latest games at Target most certainly will be. Especially when you see Mission: Impossible for just 59^{99}

Get into the game.

TARGET
EXPECT MORE. PAY LESS.

---

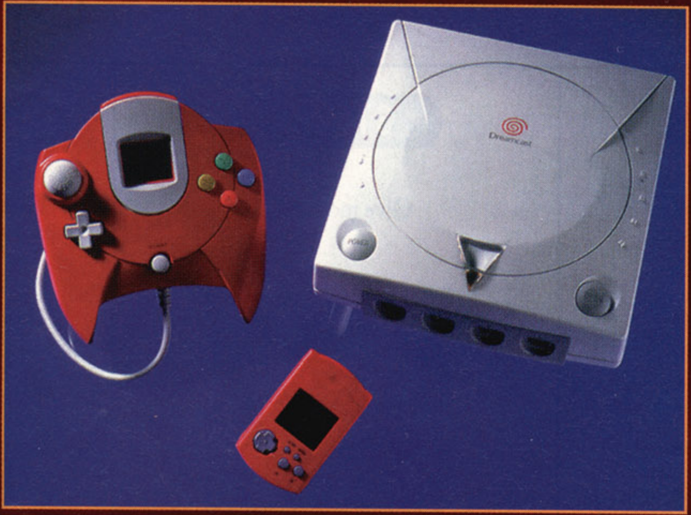
*This method should only be used in extreme circumstances, as there is a slight risk of ending up somewhere other than Target watching your mother try on sweaters.

Sega Awakens with Dreamcast

By revealing its latest video game system, Sega has finally come clean on the worst-kept secret in the business. Say sayonara to Katana, and hellooooo to Dreamcast!

By The Whizz

It seems that just as the current next-gen video game systems are hitting their stride that the *next* next-gen system has appeared on the horizon. On the eve of E^3 last May, Sega, along with a respectable team of platform partners including Microsoft (no surprise) and NEC, announced the arrival of its 128-bit game system called Dreamcast (for more info, see "ProNews," this issue). The system is slated for release in Japan on November 20 and in the U.S. during the fall of 1999. Details are scant, but what's surfaced so far is impressive.



The Stuff That Dreamcast Is Made Of

Dreamcast will use 128-bit technology built around a RISC (reduced instruction-set computing) processor, an independent 3D graphics engine, and a dedicated 3D sound chip. The RISC central processor is a special version of the Hitachi SH4 chip. Reportedly, the Dreamcast Hitachi can perform the floating-point math necessary for 3D gameplay at speeds four times faster than a Pentium II chip. The graphics will also get some big-time pop from a PowerVR2 3D accelerator, custom-designed for Dreamcast by NEC and Videologic, which can push three million polygons per second. Not bad considering Sega's own Model 3 arcade machines can pump polygons at one million per second.

Dreamcast Specs

Price: **Approximately $250**
CPU: **Hitachi SH4, 128-bit processor**
3D Accelerator: **NEC PowerVR2**
System RAM: **16 megabytes**
SD-RAM: **64 megabits**
CD-ROM Drive: **12X by Yamaha**
Modem: **33.3 kbps**
Controller: **Analog joystick with detachable PDA**

Dreamcast's operating system is a version of Windows CE, also custom-designed, this time by you-know-who. Throw in 16 megabytes of system RAM, a 12X CD-ROM drive, and a 64-channel Yamaha Super Intelligent Sound Chip, and you just might be convinced to shell out the asking price—apparently around $250. But as if that weren't enough, Dreamcast has a built-in 33.6 kps modem, good enough for Internet access and network gameplay. Sega also promises the modem will be upgradeable so it can keep pace with the ever-ballooning world of online bandwidth; and it might include cable-modem support, too.

Two VMS units can pass data to each other Digimon-style.

Under Control

Dreamcast will house four front-mounted controller ports. The controller appears similar to the Saturn 3D Control Pad. There are directional keys and an analog joystick on the left side of the pad with four action buttons on the right. However, the controller also has a slot in the top and a small square display.

The slot supports a quasi-personal digital assistant (PDA), called Visual Memory System (VMS), that's roughly the size of a credit card. VMS has its own monochrome screen, action buttons, and directional pad. It's made to allow gamers to input game data in head-to-head games: For example, in sports games, gamers could call plays without revealing their picks to opponents. VMS will support its own stand-alone games, too. In fact, the Japanese version will have a Digimon-type game starring Godzilla.

Dream's Games

Yes, there will be games; but to no one's surprise, Dreamcast will not be backwards-compatible with the Saturn. Sega is quite naturally playing those cards close to the vest until launch.

So we're starting from scratch here, Sega fans, but at least Sonic the Hedgehog and Virtua Fighter 3 are definitely in development. Sega insiders have also intimated that there's a Dreamcast fighting game in the works that could knock VF on its 3D behind. Such blasphemous jawing about a heretofore untouchable can only mean that with Dreamcast: The times, they are a-changin' for Sega...at last. G

IT'S READY.
ARE YOU?
INTENSOR™

THE INTENSOR™ SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

PART ONE

Be warned: this is technology with a real "punch-you-in-the-gut-while-you're-not-looking" brand of sensitivity.

There's never been anything like Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Gaming Experience is. It's complete immersion. It's intense tactile feedback. It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audio jack of any system, play any game and hold on. You may also want to say a little prayer.

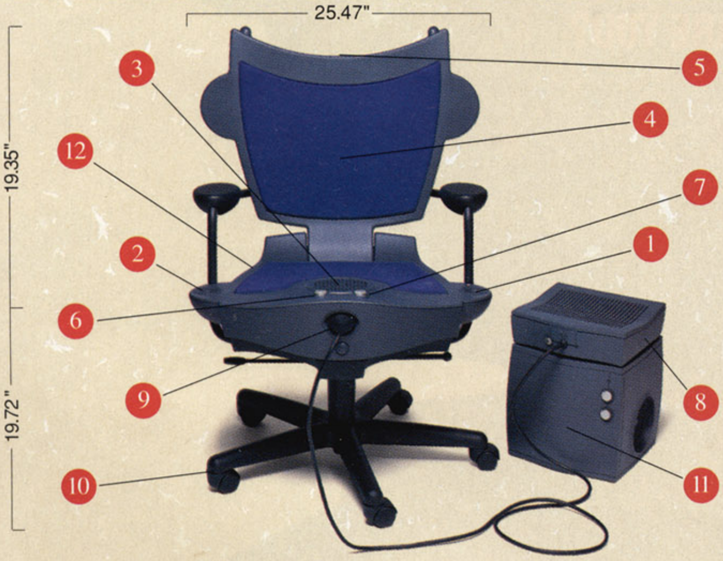


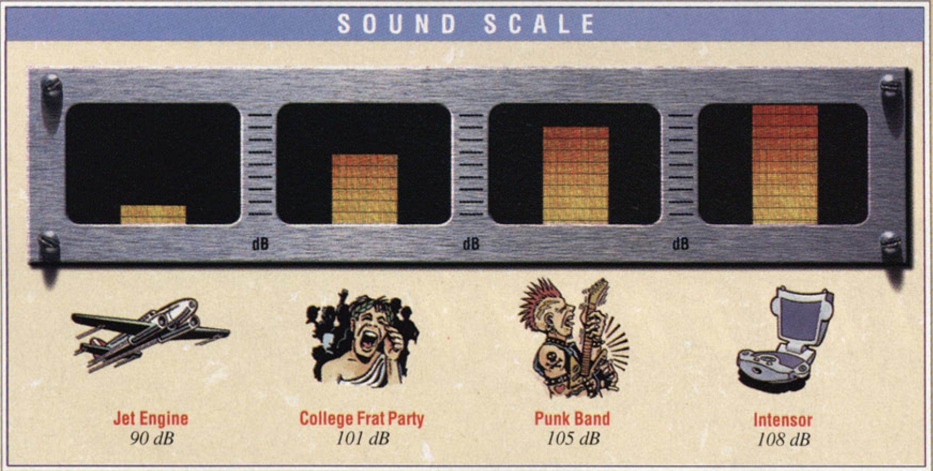
Fig. 1. *A breakdown of what you're up against.*

#	ITEM
1	Left 2" Mid-range Directional
2	Right 2" Mid-range Directional
3	5.25" Center Mid-range
4	5.25" Low Frequency Tactile Driver
5	High-range Tweeter
6	Sound Volume
7	Tactile Intensity
8	Electronics Unit
9	Heavy Duty Single Cord Connector
10	Optional Office Chair Base
11	Optional Subwoofer
12	Headphone Jack

PART TWO

Remember, in this chair no one can hear you scream.

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down.



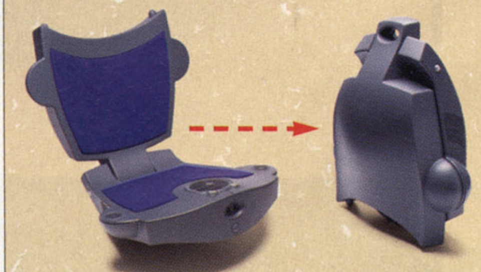


Fig. 2. *At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)*

PART THREE

Ducking, dodging, whimpering and other useful gaming skills you might want to perfect.

Be advised. With Intensor, you'll not only hear your games like never before, you'll also feel them. In your back. In your legs. You'll feel sensations in places you never even knew you had. Which means every engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in high-pitched tones for one's mommy is quite common.

DEFENSIVE PROCEDURES

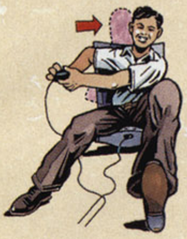


Fig. 3a. *The Dodge*

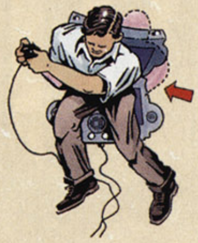


Fig. 3b. *The Weave*

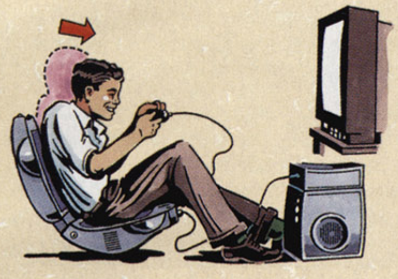
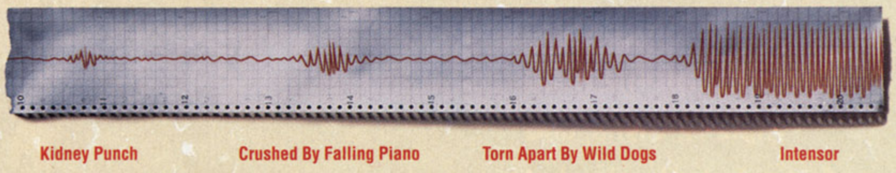


Fig. 3c. *The Duck*

TACTILE SENSATION GRAPH



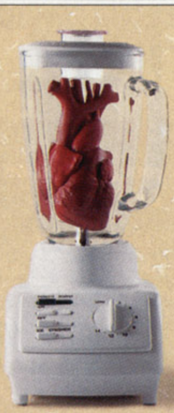


Fig. 4. *Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.*

Fig. 5. *Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.*

PART FOUR

Any game. Any system. Any medium. After this, nothing will ever be the same.

From movies and CDs to all your favorite games, Intensor isn't just compatible with your current system, it actually transforms it. It may also do the same to you. Once you take a seat, there's a new awareness. And there's no going back. It's the gaming version of the thousand-yard stare. You'll recognize it in others who've "been there." Seek them out. Talk to them. This therapeutic approach can help preserve your sanity.

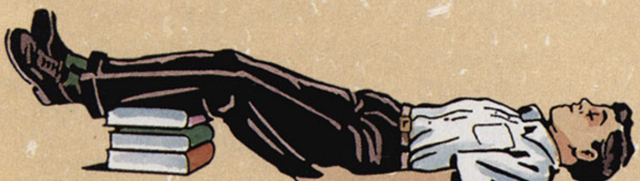


Fig. 6. *Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)*

In the event of nervous breakdown, seek help at

www.intensor.com

Assuming you've read this carefully, proceed to your favorite gaming retailer.

Sensory Gaming Experience

INTENSOR™

A product of BSG

BSG Labs, Inc.

'Cause the WWF Said So

GamePro **recently interviewed five of the biggest bad-asses in the World Wrestling Federation: "Stone Cold" Steve Austin, The Rock, Triple H, Chyna, and Cactus Jack. Here's what the kings (and queen) of the ring had to say about the homeless, the meaning behind Austin 3:16, and the making of Acclaim's hot new game, WWF War Zone.**

By Johnny Ballgame
and Scary Larry

GamePro: What was your participation in the making of WWF War Zone?

Steve Austin: Acclaim did some face-scanning on me. I sat in a chair and they rotated a camera around my head, but it was pretty painless since the camera did all the work.

Cactus Jack: I went to Acclaim's studio in New York on three different occasions. I appear as three different characters in the game—Cactus Jack, Dude Love, and Mankind—so I had to dress up in different outfits and head to New York for the day. A couple of times Acclaim came to matches in different parts of the country just so I could recite lines for the game. They had some face-scanning technology I didn't even know existed. The hardest thing was trying not to blink as the scanner took a picture of my whole face in a circular motion. Just trying not to look at the camera lens is a task in itself. It's pretty difficult.

The Rock: Acclaim had my face scanned. That was cool. It's funny—at the time they did the face-scanning, I had a little beard going and it actually appears in the game. Then I did some voiceovers which were a lot of fun.

Triple H: We were involved in the choice of moves we wanted to do, but we didn't actually motion-capture the moves ourselves for this game. They had someone else do them for us, then they scanned our bodies onto them. We also did a lot of voiceovers and taunts.

GP: If you were designing a game about the WWF, what would you include?

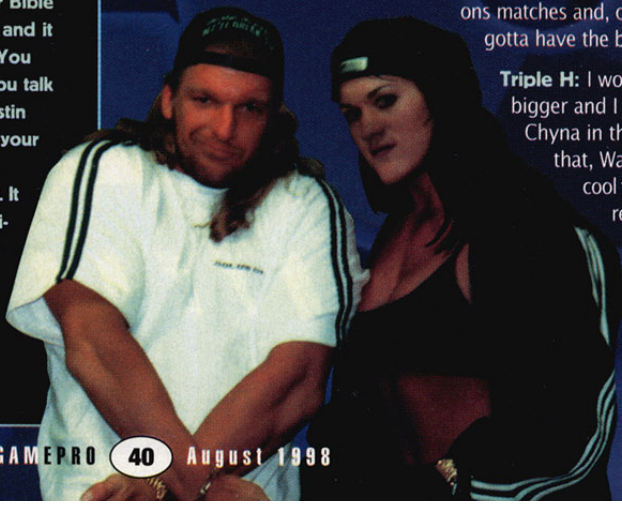
Steve Austin: I don't know if I would include anything else. War Zone's got different types of matches and all the different match-ups between wrestlers you can ask for. Everything they have here is what I would have included.

Cactus Jack: Definitely the weapons. Recently, I had a brutal match against Terry Funk that resulted in 27 stitches in my head, so it would be nice if the game was as rough as real wrestling. There are plenty of guys to choose from in War Zone, but I suggest that everyone just rotate between my three characters and advance straight to the weapons stage.

Rock: The cage matches are important. The big thing with me is the ability to jump off the top of the cage, which is reminiscent of the days of Superfly Snuka back in Madison Square Garden. I also like the weapons matches and, of course, the blood. You gotta have the blood!

Triple H: I would have made my arms bigger and I would have included Chyna in the game. Other than that, War Zone seems pretty cool to me. The moves are realistic and you can do a lot of stuff.

Chyna: Me!

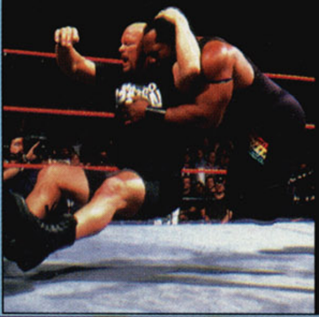


◄ Triple H and Chyna

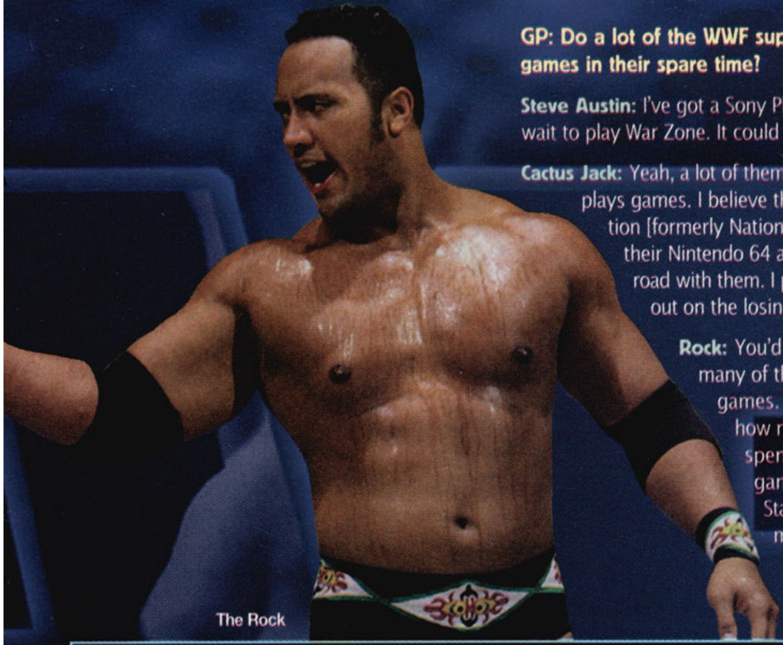
From Better to Verse: The Origin of 3:16

GamePro: Where did Austin 3:16 originate?

Steve Austin: It's a pretty simple deal. Watch the 1996 King of the Ring. It's a tournament-style pay-per-view program. I wrestled Marc Mero and he kicked me in the mouth. I went to the hospital and came back to the arena with 18 stitches closing up my mouth. I still had to wrestle Jake "The Snake" Roberts in the finals. At the time, Jake was going around the country giving a religious testimony, and before our match he gave a religious interview directed at me. So after I beat him to become King of the Ring, as he was walking up the aisle holding his ribs, I said, "You sit there and you thump your Bible and you say your prayers and it didn't get you anywhere. You talk about your Psalms, you talk about John 3:16. Well, Austin 3:16 says, 'I just whipped your ass!'" It kind of caught on, but it was totally ad-libbed. It was never meant to be anti-religious or sacrilegious; it's just something that caught on. So that's what it means, "I just whipped your ass!"



◄ "Stone Cold" Steve Austin


The Rock

GP: Do a lot of the WWF superstars play video games in their spare time?

Steve Austin: I've got a Sony PlayStation, and I can't wait to play War Zone. It could get addictive.

Cactus Jack: Yeah, a lot of them do. I know The Rock plays games. I believe that everyone in the Nation [formerly Nation of Domination] brings their Nintendo 64 and PlayStation on the road with them. I play, but I always come out on the losing end.

Rock: You'd be surprised how many of the guys play video games. You'd be surprised how many hours The Rock spends playing video games. I bring my PlayStation on the road with me all the time. I hook it up everywhere I go; and after the matches, we relax and play games. Right now the big thing is Tekken 3. We've been having a lot of contests with that, and recently I've been trying to beat the game with King and Yoshimitsu. It's great.

Triple H: Oh, yeah! Some of the guys actually bring PlayStation units on the road with them and connect them to their hotel TVs or play them at the arena. A lot of the guys have handheld game units like Game Boy and Game Gear. I mostly play games on my computer.

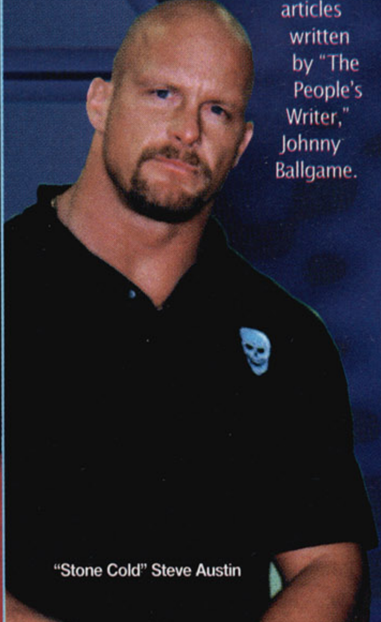
Chyna: Games drive me insane!

GP: Did you play video games while you were growing up?

Steve Austin: I started off with Pong. That's the first one I remember. I also love pinball; but for the most part, I'm more of an outdoors person.

Cactus Jack: I was more into creating my own action. I like video games, but it's frustrating when you're not good at something. Ms. Pac Man was my highlight. But when it comes to the football games and even the old Pong game, I just wasn't very good.

Rock: Of course! Going back to Pong and Atari, Colecovision, and Intellivision—I had them all. When the Sega Genesis came out, I was playing football at the University of Miami and we used to have tournaments and tournaments of Madden and other games. I'm just a really big gamer. At home, I have a huge stack of *GamePros*. I've been reading the magazine since 1993, especially articles written by "The People's Writer," Johnny Ballgame.


"Stone Cold" Steve Austin

The World's Funniest Wrestlers: Outtakes and Outbreaks

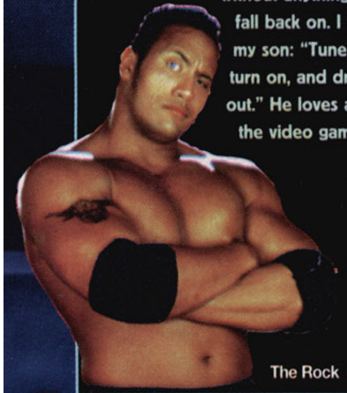
GamePro: Who's sexier, Sunny or Sable?

Cactus Jack: I've got to be honest with you: I was in the ring when Sable's top came down and it kind of had the same impression on me as Beverly D'Angelo's shower scene in National Lampoon's Vacation. I couldn't quite get it out of my mind. So until I see Sunny in that kind of light, I'll have to go with Sable.

Rock: The Rock feels like this, and you can put this in bold print: **The Rock couldn't give two pieces of monkey crap about either one of those two chicks.**

GP: Would you want your kids to become wrestlers?

Cactus Jack: Undoubtedly. Maybe drop out of high school in the 11th grade and just go about it blindly without anything to fall back on. I tell my son: "Tune in, turn on, and drop out." He loves all the video games and wrestling. One night I had to ask my wife, "Did I hear you say, 'Don't wrestle daddy when he's asleep?'" He was doing moves to me and going for three counts. Then he got kicked out. So he's got it in his system.

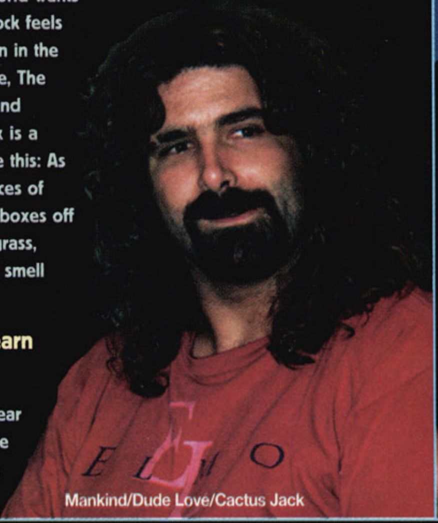

The Rock

GP: If you weren't a wrestler, what would you be?

Rock: I'd probably be running for office. You know the entire world wants to know exactly how The Rock feels about the homeless situation in the United States, and, of course, The Rock is a very sentimental and emotional person. The Rock is a humanitarian and feels like this: As long as those homeless pieces of trash keep their cardboard boxes off The Rock's freshly mowed grass, everything is copacetic. You smell what The Rock is cooking?

GP: Where did you learn your finishing move?

Cactus Jack: Did you ever hear of Sam Shepard? He was the man *The Fugitive* television series and movie were based on. When he was released from prison, he was so notorious that he couldn't practice medicine, so he went into professional wrestling. A lot of doctors actually do end up in pro wrestling. Using his knowledge of human anatomy, he developed the Mandible Claw. It's the only move you can do to yourself, and it works. You just need to make sure that when you're pushing down on the nerves with your two fingers, you're also pushing up with the thumb. If you do it hard enough, you can't move.


Mankind/Dude Love/Cactus Jack

Get In Touch With The WWF!

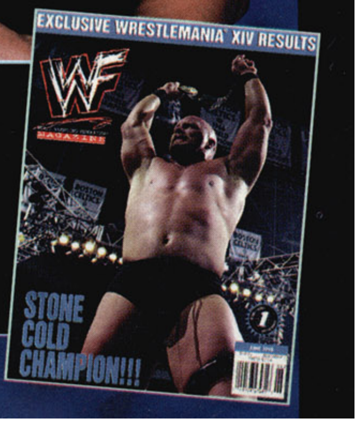
On the Web:
http://www.wwf.com

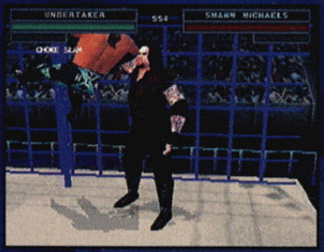
America Online:
Keyword: WWF

For subscriptions, call:
614.375.2321

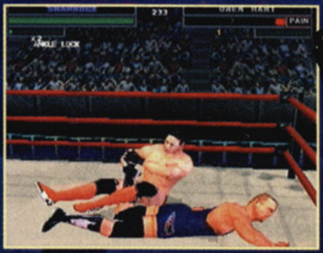
Write to the wrestlers at:
World Wrestling
Federation Magazine
c/o Vince Russo, Editor
P.O. Box 3859
Stamford, CT 06905

e-mail: WWFEDITOR@aol.com

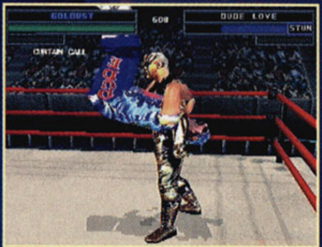




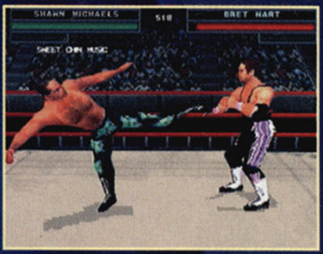
Hell in a Cell!



PROTIP: To perform Ken Shamrock's Ankle Lock, tap →, ↓, ←, K when your opponent is on the ground and his health meter is red.



PROTIP: To perform Goldust's Curtain Call, stand behind a stunned opponent whose health meter is red and tap →, →, TU.



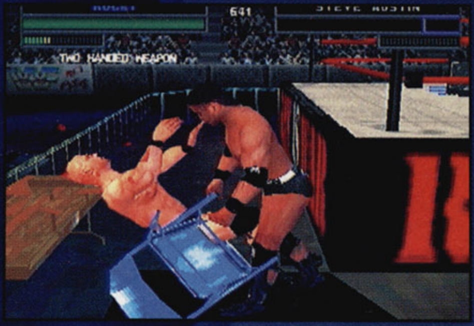
PROTIP: When playing as Shawn Michaels, deliver the Sweet Chin Music by tapping →, ↓, ↑, K when standing near your opponent when his health meter is red.

PlayStation

Oh hell yeah! WWF War Zone lays the smack down on its wrestling game rivals, Rock-ing the ring with the fiercest action ever seen in the PlayStation squared-circle.

Like the World Wrestling Federation, War Zone's gameplay is violent, fast, and unpredictable. Whether you're ramming your opponent's head into a steel cage, slapping on the Sharpshooter, or slamming him through a table, you'll be amazed by the lifelike realism and exciting gameplay War Zone provides.

The game features over 15 wrestlers—from "Stone Cold" Steve Austin to the Undertaker—each possessing over 30 authentic wrestling moves, including submission holds, top rope (and even top cage!) aerial maneuvers, and special finishers such as the Tombstone Piledriver. War Zone also hits the mat with a variety of fun match types including Tag Team, Steel Cage, Weapons, War, Challenge, and Versus modes. (Unfortunately, the originally promised Ladder matches were eliminated from the final version of the game.) You can create your own wrestlers, learn moves through a training mode, and get into grudge matches against hated heels on your way to the title.

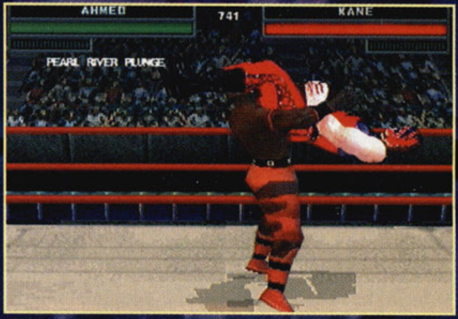


You smell what the Rock is cooking?

WWF War Zone
(By Acclaim)

By "The People's Writer" Johnny Ballgame

Price not available
Available now
Wrestling
4 players (with adapter)
TEEN T AGES 13+
Replay? HI
Challenge adj Level



PROTIP: Flatten heads with Ahmed Johnson's Pearl River Plunge. Tap →, ←, ↑, and then simultaneously tap K, BLK when standing near an opponent whose health meter is red.

WWF War Zone is not only the best wrestling game on the PlayStation, it's one of the most fun fighting games period. As D-Generation X might say, "Two words: Buy it!" G

Graphics

5.0

War Zone's wrestlers are the most realistic looking and detailed (down to the tattoo on Shawn Michaels' arm) of any PlayStation wrestling game to date. Each signature move, from the Mandible Claw to the Rock Bottom, looks so amazing, you'll think you're watching TV!

Sound

5.0

Hilarious wrestler taunts and side-splitting two man commentary (Jim Ross says "Bret Hart is about as effective as a one-legged man in an ass kicking contest") add humor to each match. The cheering and jeering crowds sound almost arena perfect.

Control

4.5

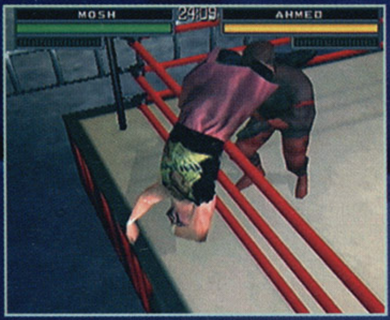
The variety of moves and authentic WWF style of gameplay will make wrestling fans drool for more. Once learned, moves are painlessly performed, although trying to remember all of the different button combinations for each wrestler is a bit tricky.

Fun Factor

5.0

WWF War Zone's so fun, you'd trade a night with Sable to play...er, maybe it's not that fun, but it's still an outstanding game that destroys WCW Nitro in its muscle-to-muscle showdown. If you love wrestling, War Zone is this summer's most sizzling title.

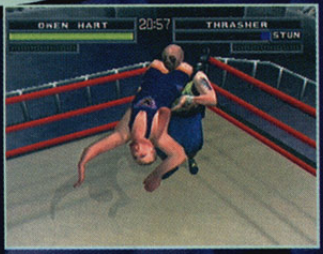
WAR ZONE



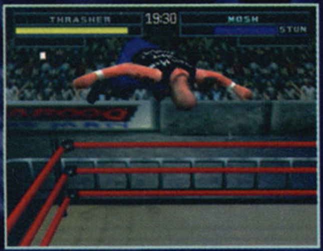
PROTIP: Mosh has a cool turnbuckle move. Simply climb the buckle and tap Punch. If it connects, Mosh will perform the Hurricanranna from the top rope.

DUDE LOVE
27:26
TRIPLE H

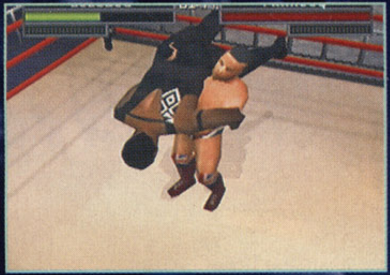
PROTIP: Learn moves you can repeat over and over again with ease. It's called cheapness, and that's what it is.



PROTIP: Owen Hart has the splashy Hurricanranna: Tap →, ←, →, ↑, Kick.



PROTIP: To perform Thrasher's finisher from the top rope, simultaneously tap TU, BLK when your opponent is on the ground and his health meter is red.



PROTIP: The British Bulldog has one hell of a finisher: Tap ↑, ↑, TU when your opponent's health meter is red.

Nintendo 64

What makes War Zone so great? Well, it's the WWF for one, with the world's best known wrestling personalities, like Mankind, Triple H, The Rock, and of course, "Stone Cold" Steve Austin. Wrestlers who need no introduction deserve a game like WWF War Zone, which sports some of the best wrestling graphics ever.

The skin-texturing and player movement is so real you can smell the sweat. Moreover, Acclaim went to the mat for the wrestlers by including as many characteristic moves, taunts, and gestures as it could. When Stone Cold finishes a certain move, he waggles his head back and forth, and you know that the smack is just beginning to fly. Signature holds and superior slam-action fill out the rest of the game. Great sound effects help too, including the best commentating around and tons of quips from the wrestlers themselves.

WWF's control is fairly easy to get used to, although some of the harder moves require pretty loose fingers due to their complexity and because the computer's A.I. is lightning fast.

But War Zone takes things through the roof with several great features, like create-a-wrestler, grudge matches, hidden characters, cage matches, and much, much more. Fans of N64 wrestling gather round—the best has entered the ring and fight fans looking for some diversionary action should tag along. War Zone provides the thrills and spills of an all-out street fight, but with much better scripting. G

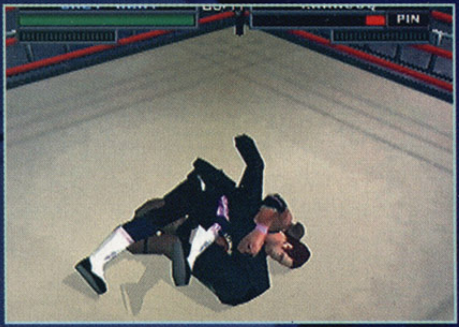
WWF War Zone
(by Acclaim)

By "Stone Cold" Scary Larry

Price not available
Available July

Wrestling
96 Megs
4 player

TEEN T AGES 13+
Replay? HI
Challenge adj Level



PROTIP: To perform Bret Hart's Small Package pin, tap ↓, ↓ TU.

Graphics
4.5

Smooth, seamless body textures and fairly accurate face rendering push this game past other wrestling titles. Some minor nuances, like slow character movements and lackluster weapons, bring the graphics down a notch.

Sound
5.0

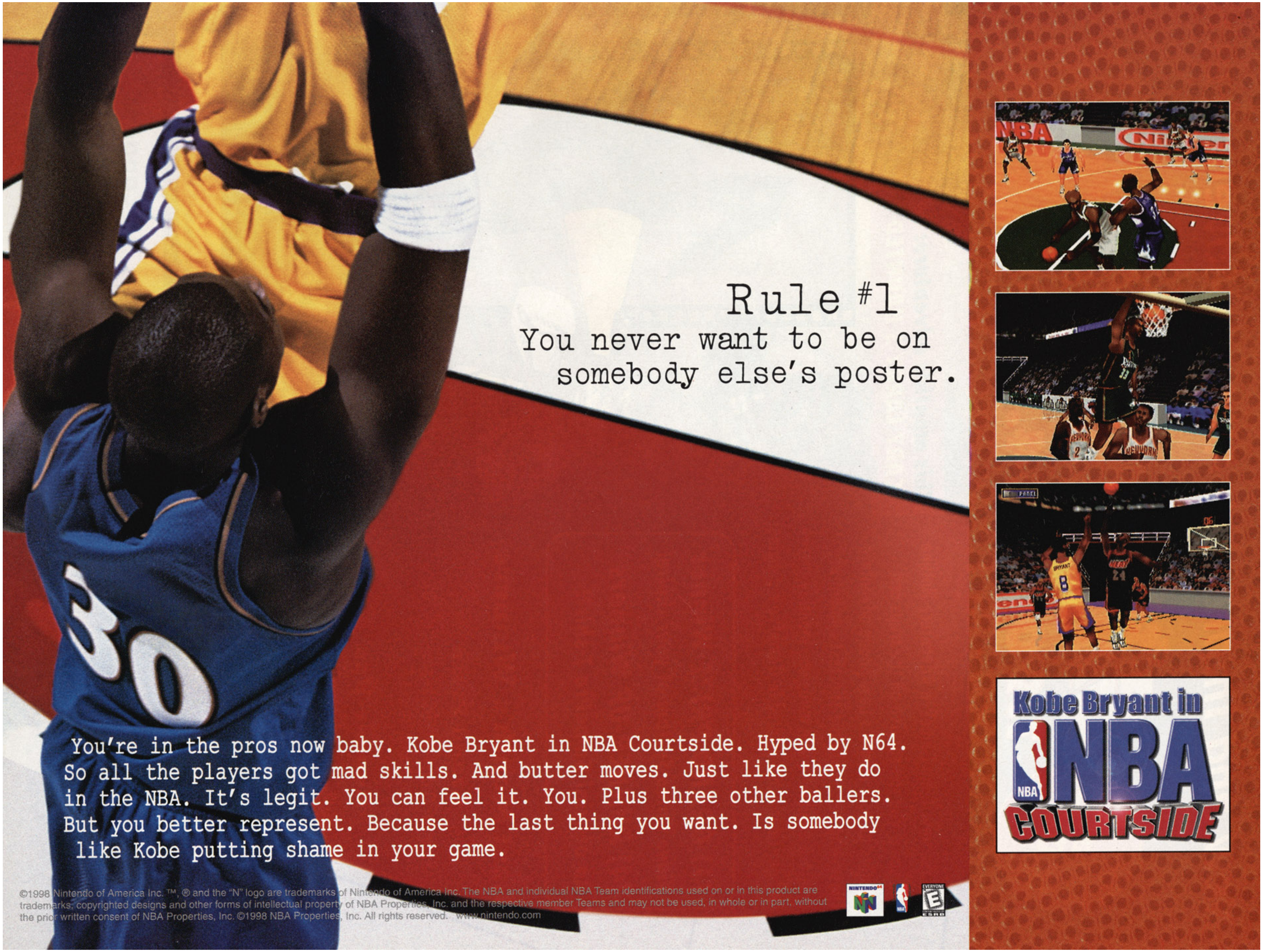
The best things about the sound are the crowd interaction (they actually chant for their favorite) and the sometimes hilarious wrestler sound bites. A pretty funny announcing team helps, and all the attendant grunts, groans, and rib cracks are in place.

Control
4.0

Gamers will be happy to know that both the analog and the directional pad are supported on the N64. However, the computer occasionally wins the tie-ups unfairly, and a lot of moves seem to just miss the mark.

Fun Factor
4.5

It's a 5.0 game if you're a wrestling fan; but even if you absolutely hate the sport, you may still like War Zone. And although casual gamers won't care, fighting-game fans will dig the smooth controls and great moves.



Rule #1

You never want to be on
somebody else's poster.

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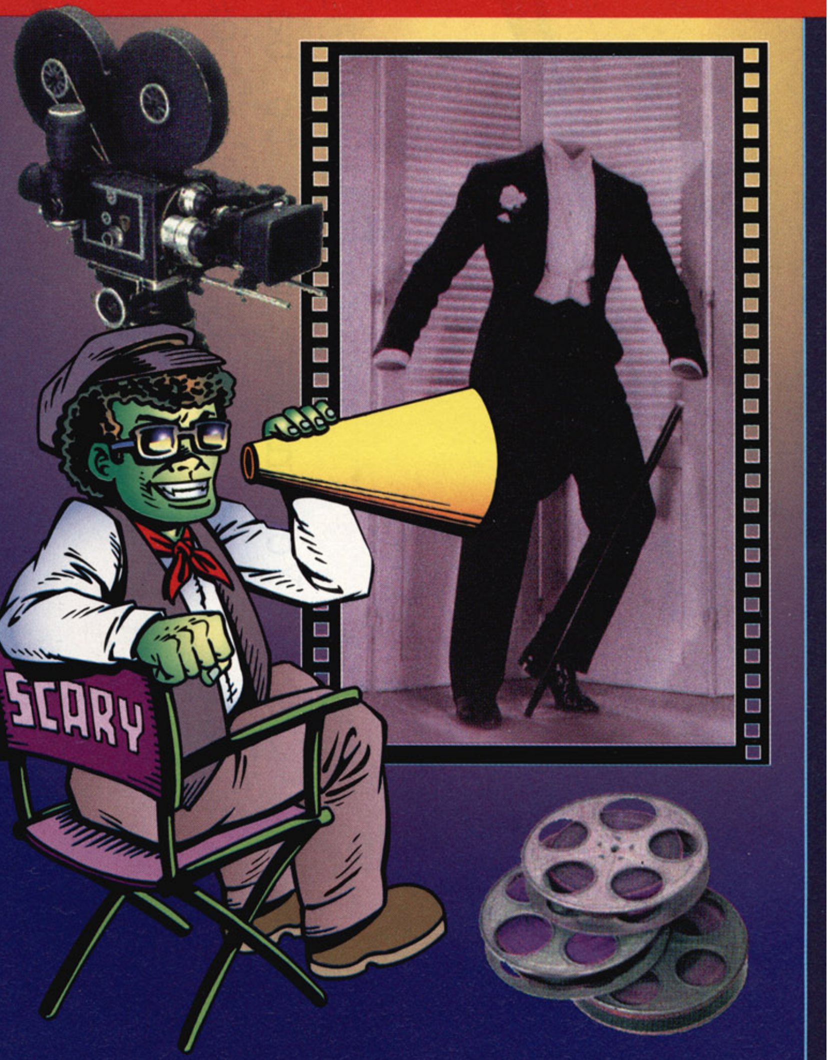
SCARY LARRY'S HAUNTED HOLLYWOOD SET!



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Video Game System of your choice!

(4) RUNNER-UP Winners
An official GamePro T-shirt!

Last Month's Winners

Grand Prize

Salvidor Ontiveros, Oklahoma City, OK
6 min. 46 sec.

Runner-Ups

Fred Ferrerria, Sacramento, CA, 7 min. 28 sec.
Vang Lee, Detroit, MI, 8 min. 20 sec.
Christopher Thompson, Lathrop, CA, 8 min. 28 sec.

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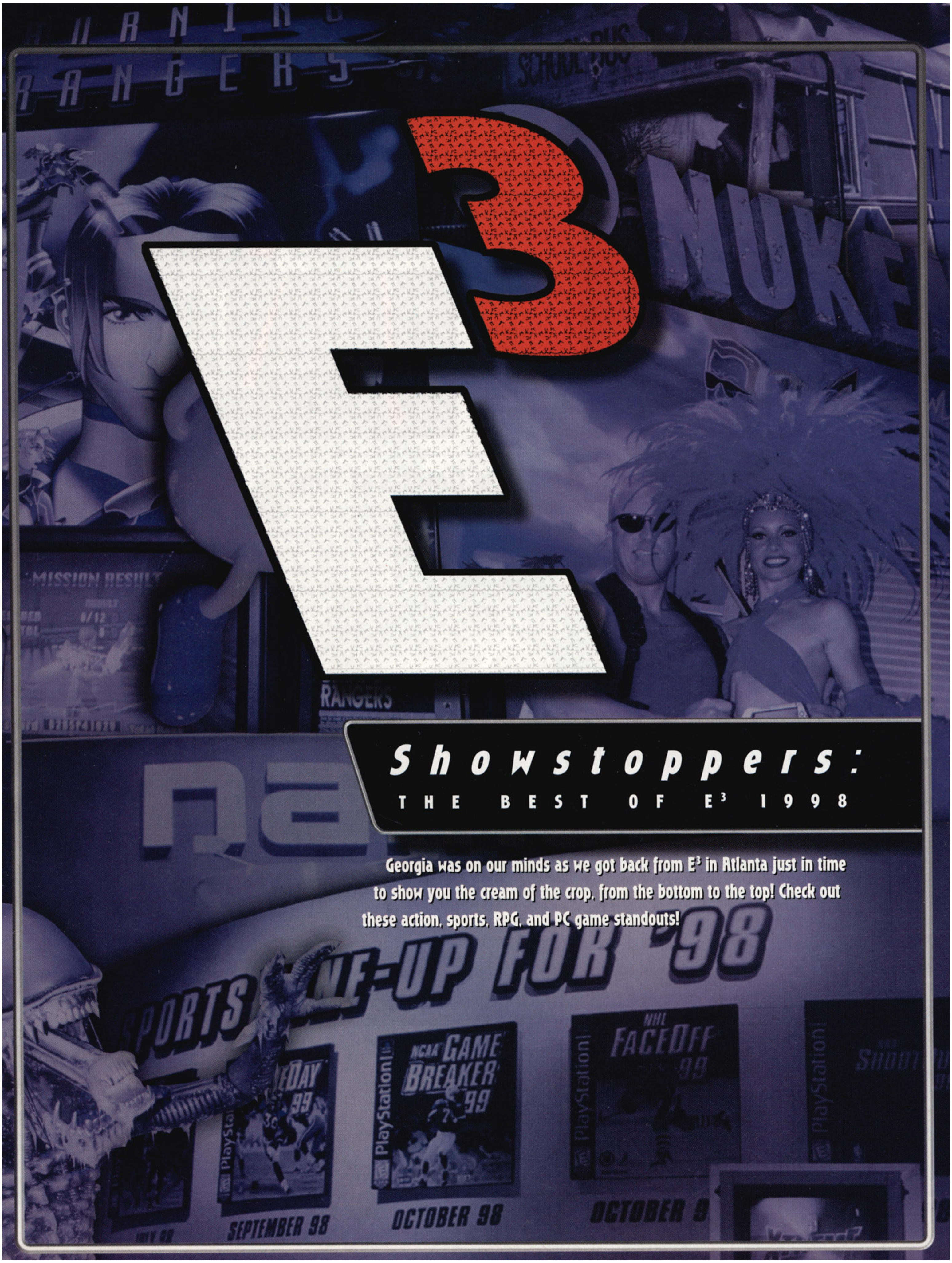

RANGERS
SCHOOL BUS
NUKEM
MISSION RESULT
RANGERS
SPORTS LINE-UP FOR '98
GAMEDAY 99
NCAA GAMEBREAKER 99
NHL FACEOFF 99
PlayStation
SEPTEMBER 98
OCTOBER 98
OCTOBER 9

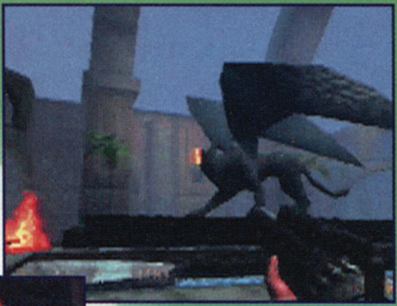
E^3

Showstoppers:

THE BEST OF E^3 1998

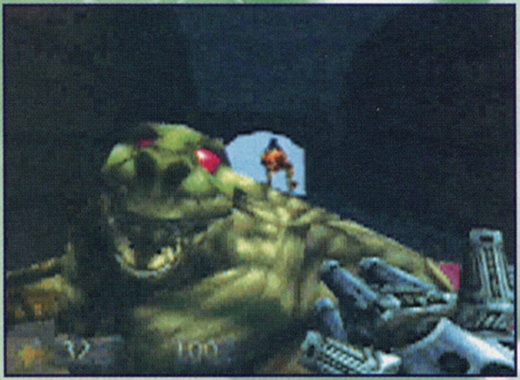
Georgia was on our minds as we got back from E^3 in Atlanta just in time to show you the cream of the crop, from the bottom to the top! Check out these action, sports, RPG, and PC game standouts!

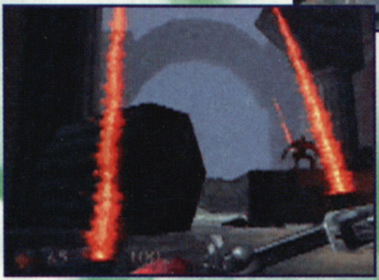
Turok 2: Seeds of Evil

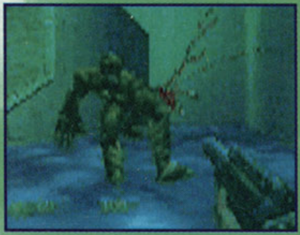


Turok 2 was definitely not a disappointment at the show—Acclaim went all-out with its sequel to last year's killer corridor shooter. More enemies (but fewer dinosaurs, because you now battle mutant human/dino hybrids called Dinosoids); bigger environments; faster, deadlier gameplay; and flashier weapons are guaranteed to thrill N64 players eager to rock with the dino killer again. Even in its early stage, the game moved smoothly and looked awesome. Better yet, Acclaim still has plenty of time to work on it. Turok 2 could turn out to be one of the greatest corridor shooters ever.

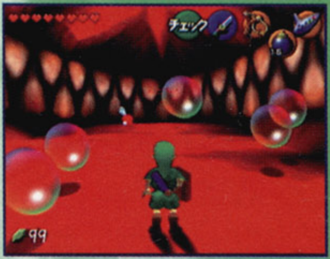
Available October





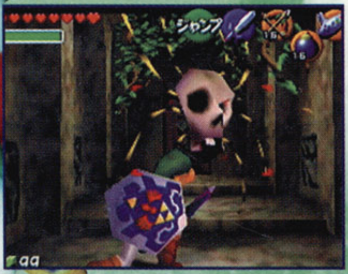


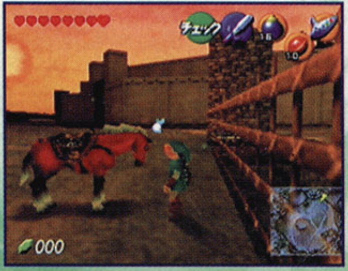
The Legend of Zelda: The Ocarina of Time

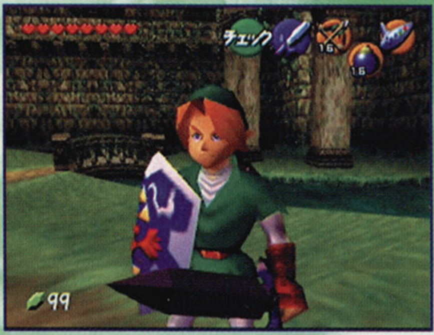


Those of you who have waited patiently for Zelda's release on the N64 are going to find the wait was worth it when this hot title hits store shelves later this year. In his newest adventure, Link has gone the Mario route, featuring total 3D platform action—he runs, jumps, swings his sword, and even rides a horse (which is a lot cooler than it sounds). The hybrid action/RPG theme promises to deliver hours of excitement, and the game's look is clean all the way. Big crowds surrounded Zelda at the show, and they'll probably do the same in stores when it arrives on U.S. shores.

Available November



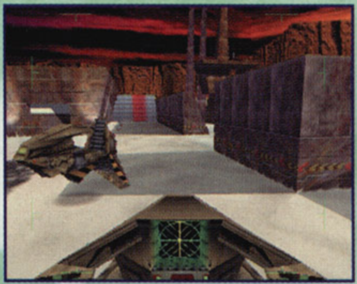


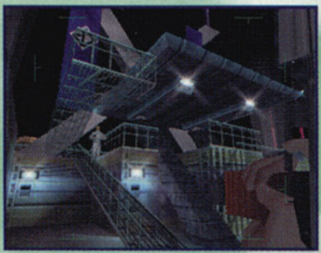


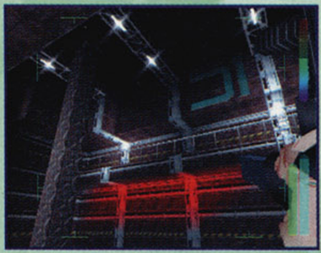
Perfect Dark

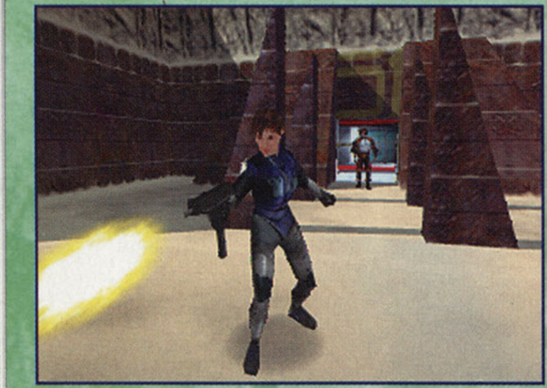
One of the best games we saw at the show was Rare's follow-up to GoldenEye 007. This hot prospect isn't scheduled to be released until December 1999, but when it does come out, Perfect Dark is aiming to take you on a run-n-gun sojourn through some amazing levels. You'll play as Johanna Dark, a secret agent who uses two guns to wipe out her enemies, John Woo–style. And when the action gets intense, Johanna can use her weapons as a shield from bullets by crossing her guns in front of her face. No one got to play PD at E^3, but the video that Rare showed indicated the game has lots of cool promise. Even though this game has no connection to James Bond, GoldenEye fans will be amazed.

Available Fourth Quarter '99



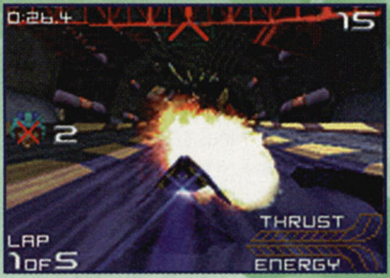




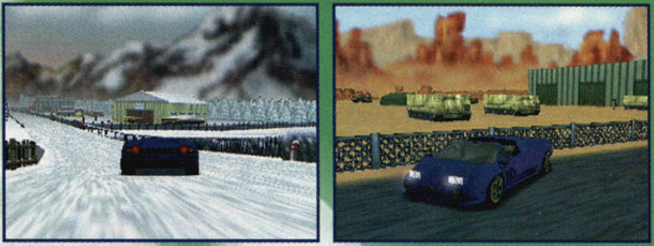


A Race to the Finish

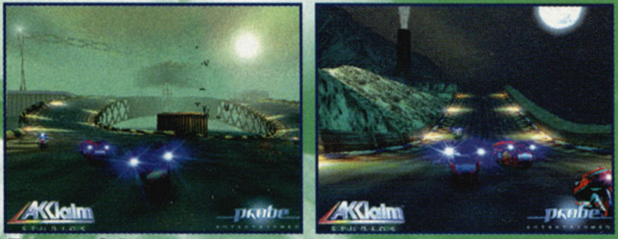
With the advent of Diddy Kong Racing and Mario Kart 64, racing games on the N64 have come into their own. Some notables at the show included the much-anticipated **Wipeout 64** from Psygnosis, which looked like a perfect port of the PlayStation game, except that it still needs lots of work on its graphics and speed (although the analog stick was so sweet). Look for it this winter. Acclaim followed close behind with its thrash-packed sequel **Extreme G 2**, which looked great and played pretty well. Moreover, Acclaim still has time before the game's projected fall '98 release to work on it. Another racing-game contender is **Roadster '98** from Titus. Impressively speedy, Roadster places you in different compact sports cars (that look similar to Mazda Miatas, but there's no license yet) in several jam-packed scenarios from the country to the big city. Look for Roadster to hit the N64 track later this winter.



Wipeout 64



Roadster '98

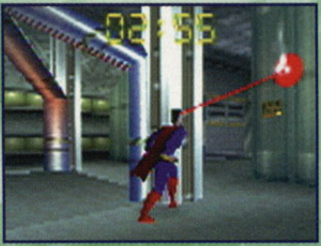


Extreme G 2

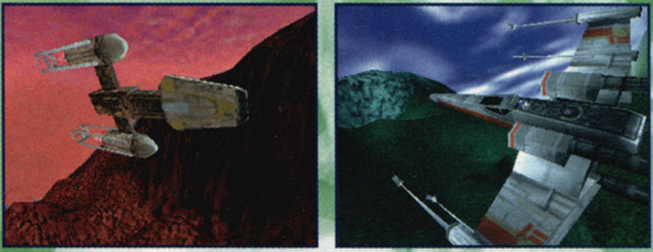
Licenses to Thrill

Also big at the show this year were a few well-known licensed titles. Titus led the group with **Superman 64**, an action/adventure game based on the syndicated cartoon show. Superman featured good-looking graphics, but the gameplay was still early in development. Look for it to fly into stores sometime in October. Also making an appearance (and looking fairly exciting for such an early version) was **Rogue Squadron** by LucasArts. Implementing the popular flying element of Shadows of the Empire, RS will plunge you into mission-based combat in some of the most well-known vehicles in the *Star Wars* universe, including an X-Wing, a Snowspeeder, and an experimental craft never before seen in the *SW* movies. The Force will fly with us sometime this fall.

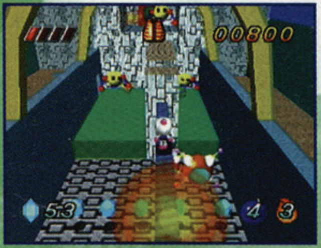
As far as licensed products go, **Quake II** is fast becoming an icon in the industry for corridor shooters. Activision's newest revision of Quake II promises all-new levels, maybe some new RPG elements, and possibly new weapons. The game's character models looked good, and the gameplay seemed fairly fast, but it's still pretty early in development. Look for QII to shoot up a corridor near you sometime in September or October. Also tearing things up will be **WCW vs. NWO: Revenge** from THQ. Featuring even more moves and better-looking wrestlers than WCW vs. NWO: World Tour, the game will be a fan's slamfest this fall. And holding his own on the N64 will be Bomberman in **Bomberman Hero**. This time around, the big B will be more of a 3D platform game than the previous puzzle/strategy-flavored Bomberman titles. Look for the big bang to occur this September.



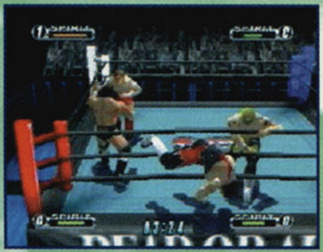
Superman 64



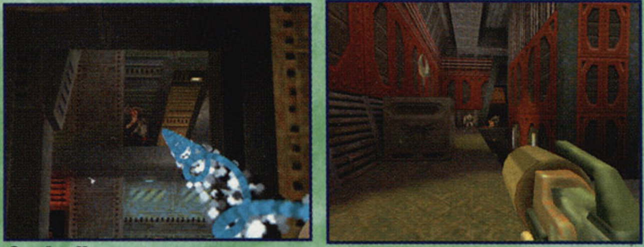
Rogue Squadron



Bomberman Hero

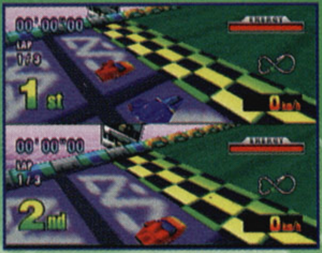


WCW vs. NWO: Revenge



Quake II

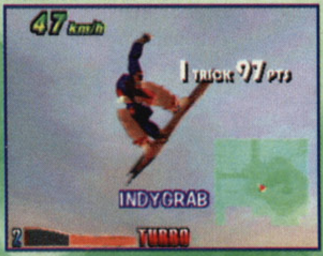
F-Zero X



F-Zero X by Nintendo looked all right, but the controls needed major work. Don't fret, though, Zero fans—this futuristic racing game doesn't come out until August, so there's plenty of time for Nintendo to make the necessary improvements. The game will definitely have multiplayer capability (up to four players simultaneously) and at least four different racers to choose from.

Available August

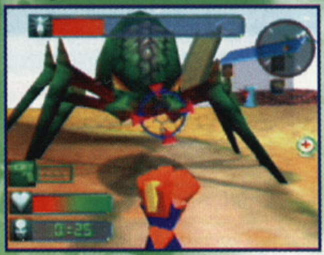
AirBoardin' USA



AirBoardin' USA from ASCII Entertainment looks like more board-humpin' fun, and could be a contender in the slew of other 1080° clones coming out this year. This futuristic hover-board game combines the intensity of skateboarding and snowboarding with the immense freedom of flight that only a hover board can give you. Choosing from eight airboarders with different skills and tricks, you compete for the top airboardin' title by busting moves like nose slides and roast-beefs. AirBoardin' has six play modes, including a two-player challenge. Even at this early stage of development, the game's impressive graphics caught our attention. Mogul mashers should have a field day with AirBoardin' USA.

Available Fall '98

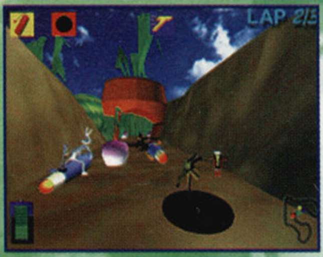
Body Harvest



Picked up by Midway (it was formerly in Nintendo's hands), Body Harvest looked like strange fun at the show. In BH, you're on a mission to save the world from a hungry horde of invading alien monsters who feast on humans. Body Harvest has been a long time coming—we first previewed the game when the N64 debuted in Japan (see "Nintendo 64 Shakes Up Shoshinkai," March '96). Hopefully, it will be worth the wait.

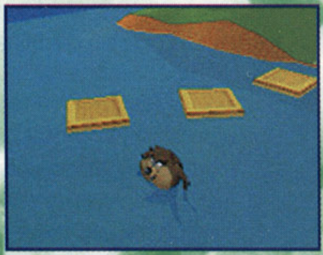
Available Fall '98

Looney Tunes

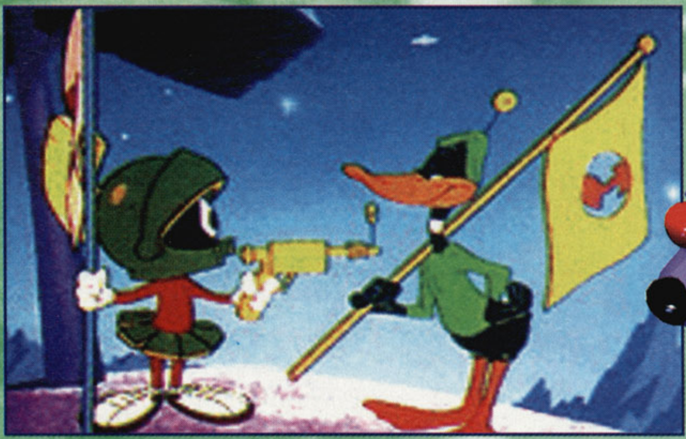


Looney Tunes Space Race

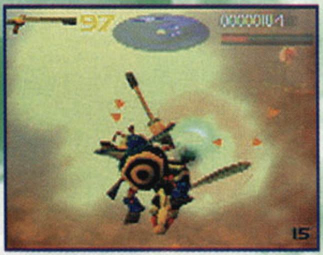
Looney Tunes (and publisher Infogrames) will soon hit the N64 with a slew of new games starring many of your Warner Bros. cartoon favorites. Look for **Looney Tunes Space Race** (December), which will feature multiplayer racing; **Tasmanian Express** (spring '99), a 3D platform game featuring the Devil himself; and **Duck Dodgers in the 3/12 Dementia** (summer/fall '99), another 3D title that pits Daffy Duck against Marvin the Martian.



Tasmanian Express



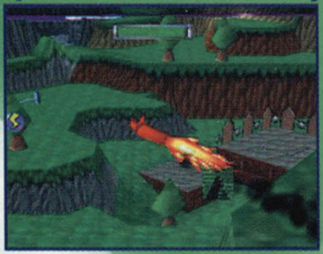
Buck Bumble



It sounds too cute to be true, but Buck Bumble, a bee-utiful shooter, was actually fun to play and strangely addictive. As (what else?) a bumble bee, you buzz your way through an impressive 3D environment while trying not to "bug" your enemies. The gameplay "stings" to new heights. Ubi Soft debuts Buck this fall.

Available October

Space Station Silicon Valley



Take 2's game that we previewed two months ago (see "Sneak Previews," June) showed plenty of promise and lots of improvements at the show. Space Station's concept is unique, though its 3D stages are somewhat reminiscent of Mario's. In Space Station, you play as a silicon chip that must inhabit different animals and complete certain objectives. The game, which takes place aboard a spaceship with multiple environments, such as jungle, desert, sewer, and ice areas, adds a further strategic element that comes from understanding the different skills of the animals you must possess. Space Station Silicon Valley looks different, and it looks fun.

Available October

GETTING TO TARGET FOR THE LATEST GAMES.

Tried-and-True Method No. 37

Simulating a skin rash

STEP 1

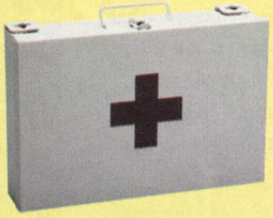
Apply blotches of pink watercolor paint to your legs and arms.

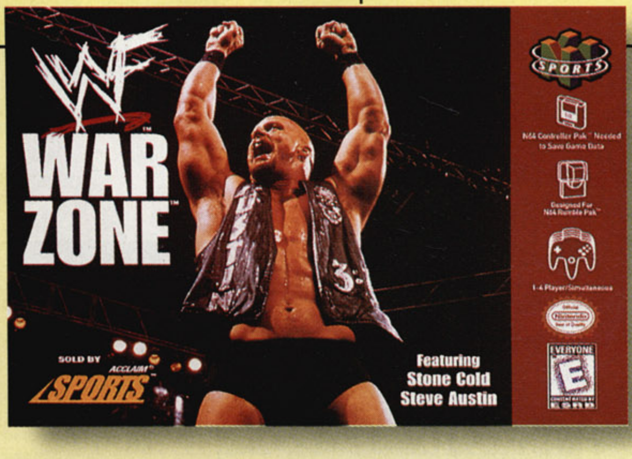
STEP 2

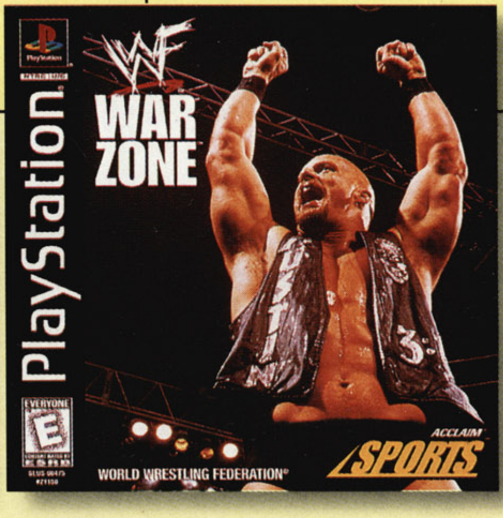
Tell parents you must have gotten into some poison ivy.

STEP 3

Suggest treatment of lotions that are readily available at Target.




WWF
WAR ZONE
SPORTS
N64 Controller Pak Needed to Save Game Data
Designed For N64 Rumble Pak
1-4 Player/Simultaneous
Nintendo
EVERYONE
E
SOLD BY ACCLAIM SPORTS
Featuring Stone Cold Steve Austin

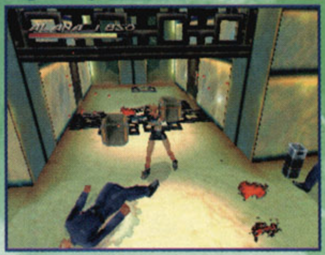

PlayStation
WWF
WAR ZONE
EVERYONE
E
ACCLAIM SPORTS
WORLD WRESTLING FEDERATION

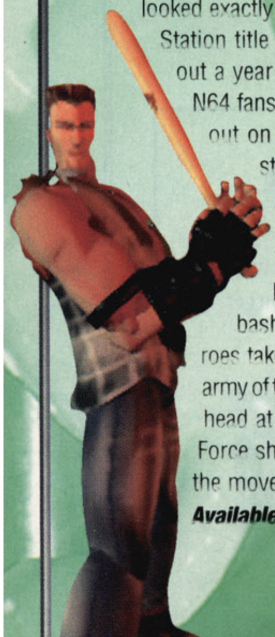
Of course, someone with "poison ivy" will have to spend plenty of time indoors. Fortunately, Target has the latest thing for that–WWF War Zone. Available for PlayStation for $^{\$}39^{99}$ and Nintendo 64 for $^{\$}59^{99}$

Get into the game.

TARGET
EXPECT MORE. **PAY LESS.**

Fighting Force

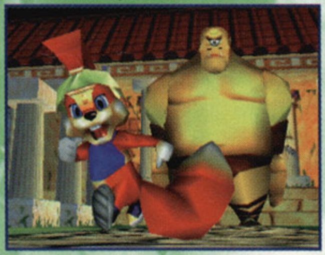




Eidos' version of Fighting Force looked exactly like the PlayStation title that came out a year ago, but now N64 fans can battle it out on the raging streets in this beat-em-up game. In Fighting Force, head-bashin' street heroes take out a lethal army of thugs one hard head at a time. The Force should be on the move this winter.

Available November

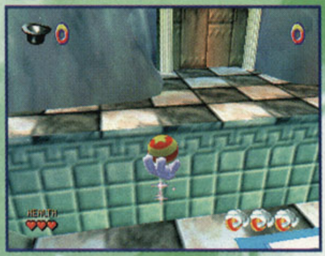
Twelve Tails: Conker's Quest



Although it looked polished and played well, Conker's Quest from Nintendo is such a cute action platform game that you may shy away from it. How cute? Pour a pound of sugar on Banjo-Kazooie and you get Conker. Dancing mushrooms, animated woodland creatures, and simplistic gameplay may have you singing a woeful Tail this fall.

Available Fall '98

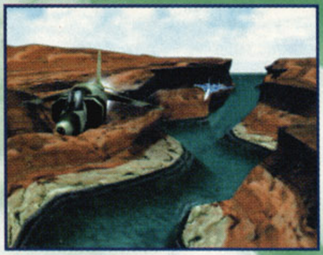
Glover



Hasbro's new N64 title may suffer from Conker-itis as well, though Glover tosses in strategy to up the game's challenge. In Glover, you guide a magical glove through several worlds, juggling magical balls and changing them at will. Sounds cute, but the game's mix of puzzle and strategy elements actually makes it a lot of fun to play (to open an underwater entrance, for instance, you'll need to change the ball you're floating on into a bowling ball). Hasbro has plans to put on the gloves this fall.

Available Fall '98

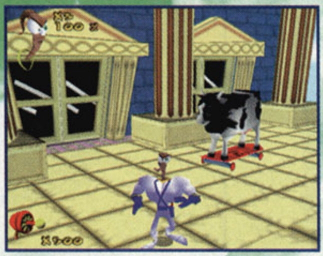
Harrier 2000



This flight title may actually take off with its well-rounded graphics and jet-jumpin' fun. In Harrier 2000, you power up one of the armed forces' most dangerous weapons as you take a wild ride through the blue yonder. Video Systems, which already has an N64 flight game under its belt, plans to launch Harrier 2000 this winter for eager N64 pilots.

Available December

Earthworm Jim 3D



Jim was at the show, but he needs some help at this stage of the game's development. Taking the superhero earthworm into a 3D world isn't going to be easy, and so far the chunky graphics we saw weren't indicative of the N64's strengths. What Jim appears to retain, however, is his characteristic cartoony sense of humor. What other game has a "pig" slide race? Interplay is hard at work making the game's projected fall release and keeping up the EWJ legacy.

Available Fall '98

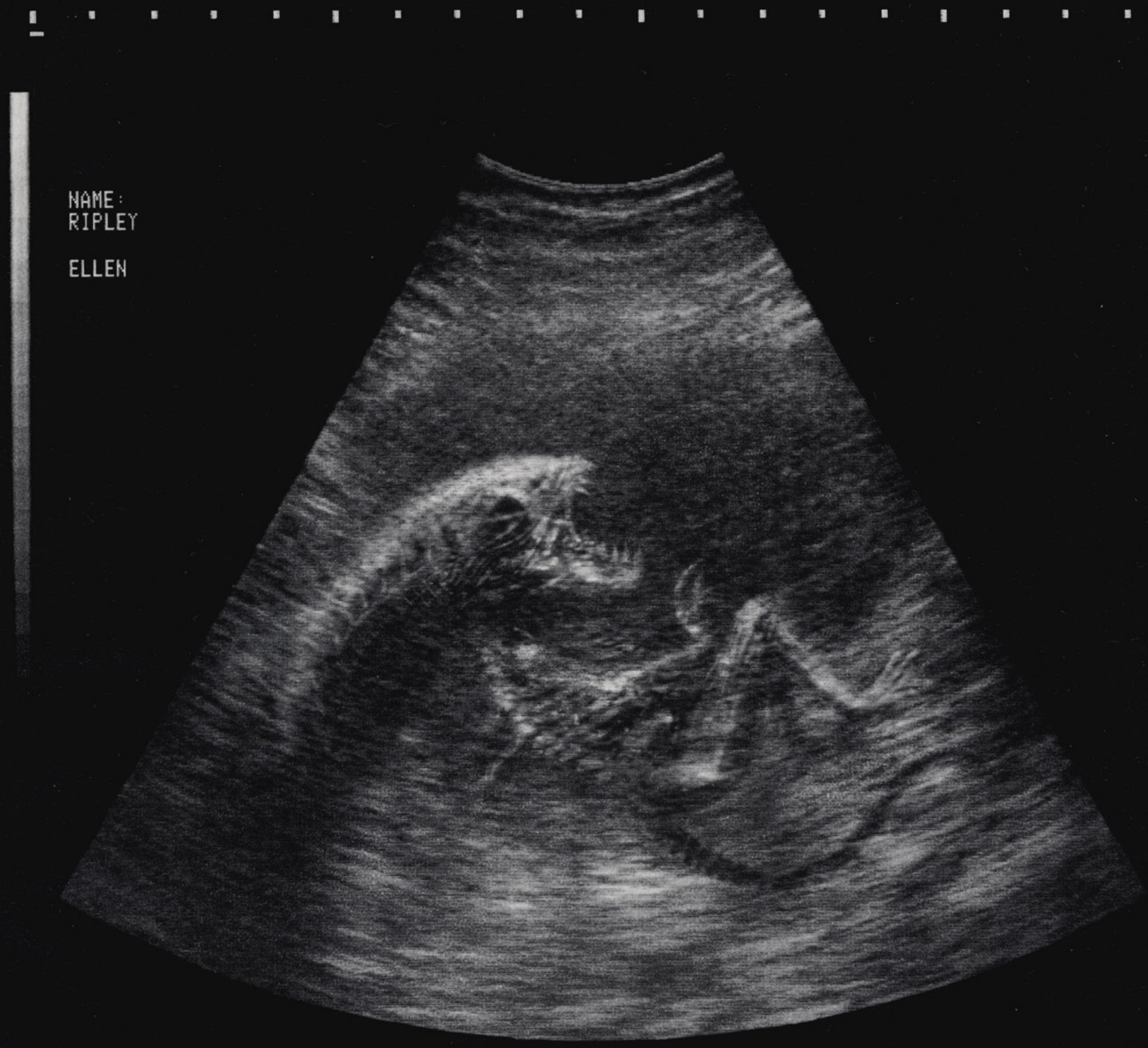
And...

Duke Nukem: Time To Kill
Release date not available
Hybrid Heaven
Available Spring '99
Milo's Bowlarama
Available November
ODT
Available Spring '99
Shadowman
Available Spring '99
Survivor Day One
Available Fourth Quarter '98
Winback
Available December

Missing In Action

The no-shows this year were almost as prominent as the games we did see. Here's what we were expecting to see but didn't.

- **The 64DD**
- **Any Capcom game for the Nintendo 64**
- **Castlevania 64 (Nintendo 64)**
- **Donkey Kong 64 (Nintendo 64)**
- **Earthbound 64 (Nintendo 64)**
- **An ECW wrestling game (any system)**
- **Freak Boy (Nintendo 64)**
- **Nightmare Creatures (Nintendo 64)**
- **Quake III (PC)**
- **Resident Evil 3 (PlayStation)**
- **Super Metroid 64 (Nintendo 64)**
- **Super Mario RPG (Nintendo 64)**


NAME:
RIPLEY
ELLEN

DUE THIS FALL.

ALIEN
RESURRECTION
THE GAME

MATURE
M
CONTENT RATED BY
ESRB

FOX
INTERACTIVE

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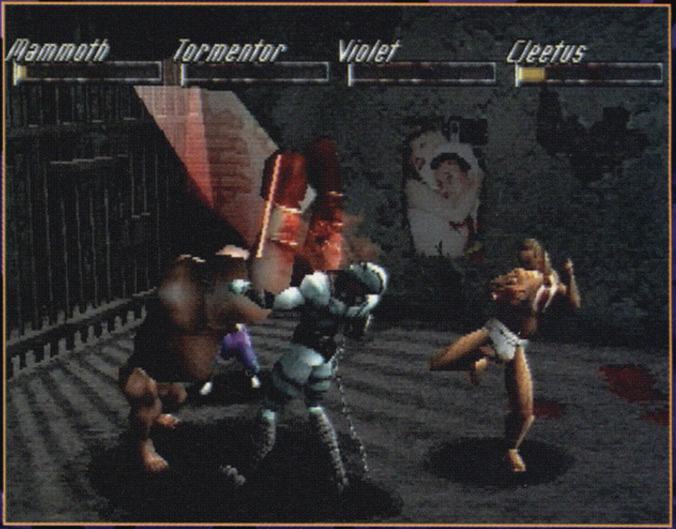
Thrill Kill drew huge crowds to the Virgin booth, but there's more than mass-appeal to the game originally titled S&M (Slaughter and Mutilation). Here's the lowdown on a promising fighter that skillfully blends intense multiplayer action and gore galore.



More gruesome than Mortal Kombat? You bet! Even though Thrill Kill's violence is over the top, it's very fun to play.

Gates of Hell

Developed by Paradox for Virgin, Thrill Kill could be the bloodiest fighting game in PlayStation history. Playing as one of eleven hell-bound characters, you have a chance to return to purgatory on earth—but only by winning a grisly tournament where anything goes. Want blood and gore? Thrill Kill delivers by the bucket: Heads are kicked off, limbs torn out, skulls crushed...you get the idea. Nothing in any other fighting game comes close to Thrill Kill's carnage, neither Bloody Roar nor Mortal Kombat 4.

Controls for Carnage

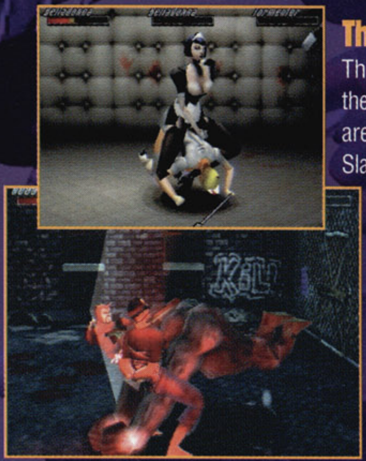
Mammoth
Belladonna
Dr. Faustus

Thrill Kill's controls add some unique features to its melee. Like Tekken, there are two punches and two kicks, while special moves are performed by using control-pad motions and rapid-button taps. You can even execute high-hitting combos. Each character has 50 special moves and distinctive techniques: For instance, Oddball is restrained in a strait-jacket and fights with headbutts, bites, and kicks; and Violet, a contortionist, excels with in-close moves by bending opponents into bone-cracking pretzel holds. Instead of a life bar, you have a kill meter that builds up power each time you strike an opponent. When the meter's maxed out, you can destroy any player with one hit regardless of the energy they might have left.

Oddball
The Imp
Mammoth

Mutilate in Multiplayer

One of the game's strongest assets is something the PlayStation could really use: multiplayer mayhem. Up to four people can play free-for-all, two-on-two, or three-on-one matches. One especially cool feature during multiplayer matches is the "gang up" move: One player grabs an opponent while another player bashes away at him. For practice, you can spend time in Hell perfecting your (s)kills with a training dummy who looks uncannily like "The Gimp" from the movie *Pulp Fiction*.



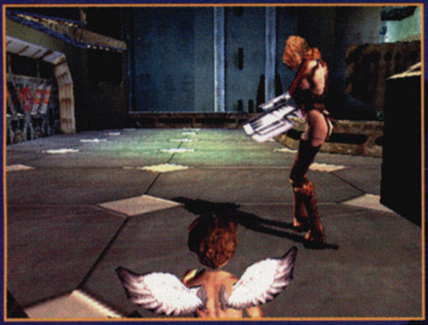
The Gory Goods

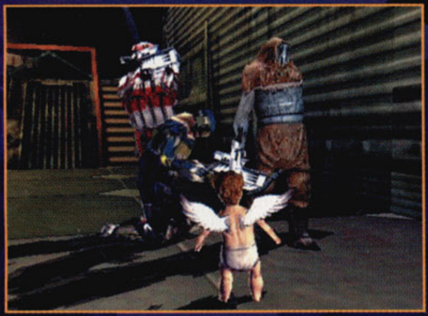
Thrill Kill's bleak visuals fit the game's theme like a bloody glove. The 10 different arenas include the aptly named Hellevue, Slaughterhouse of Flesh, and Crematorium. The characters also sport strong and disturbing visual details, like Belladonna's sparking cattle prod and the Imp's blood-stained stilts.

Will Thrill Kill be king of the violent fighting-game hill? Parents beware—the thrills and kills in this game could create a new ESRB rating!

Available October

Oddball
The Imp
Mammoth

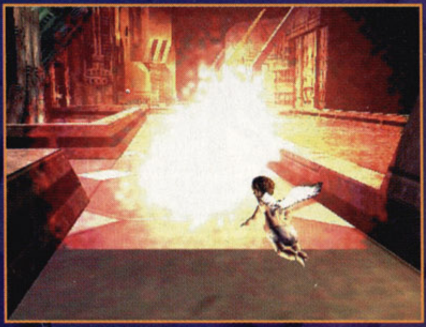


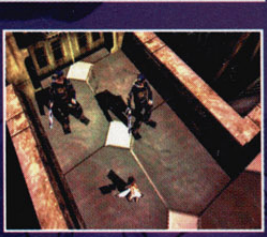


Messiah

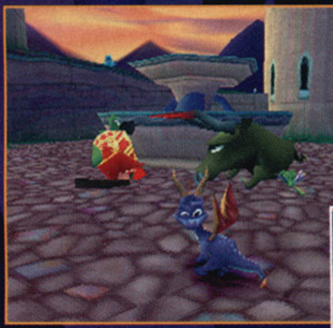
Possibly the most technologically advanced game of the decade, Messiah clearly stood out against the PlayStation clutter at E^3. We viewed Messiah in a private demo with the game's creator, David Perry of Shiny Entertainment, and we were immediately impressed by its ultra-smooth graphics. You play as a cherubic angel named Bob who can possess the bodies of human and animal characters and force his will upon them. Controversial for both its name and its subject matter, Messiah will strike at the heart of the console gaming industry like a bolt of heavenly lightning. The only thing that people will be talking about next year is how nothing compares to Messiah. Look for salvation this fall.

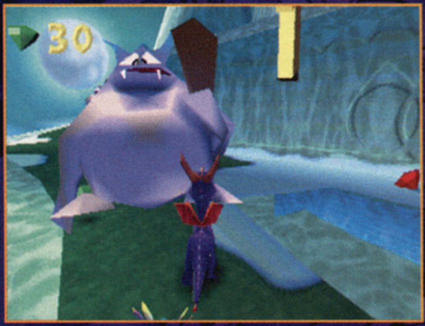
Available Fall '98





SPYRO THE DRAGON

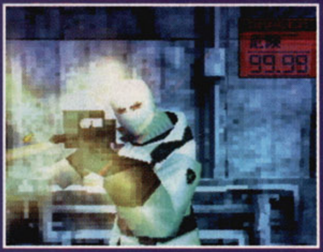




Spyro the Dragon is the latest action/platform title from the combined talents of Sony, Universal Interactive, and Insomniac Games. Judging from the version on display at E^3, Spyro could raise the bar for PlayStation graphics. The 3D visuals were silky and seamless. Spyro himself was a visual treat as well, composed of smooth-edged polygons to create a lifelike look. However, Spyro isn't visual smoke: He has several gameplay techniques that could challenge the most seasoned gamer, including the ability to run, fly, roll, and even breathe fire. Could Crash be in danger of losing his action/platform crown? Find out this fall.

Available September

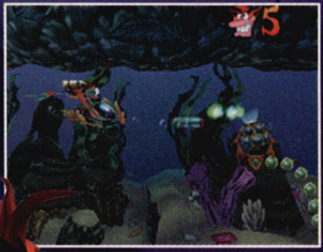
Metal Gear Solid

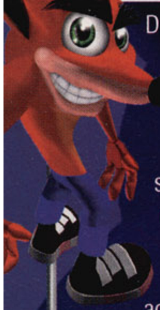


Konami's much-hyped Metal Gear Solid was finally playable. Unlike other action titles, you win the fight in Metal Gear by avoiding the fight: The action is deliberately paced, so you must rely more on stealthy strategy than on good aim and an itchy trigger-finger.

Available October

Crash Bandicoot: Warped

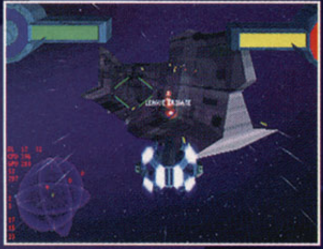




Dr. Neo Cortex is the villain once again, as Crash travels through time to thwart his enemy's evil plans in the third installment of the Sony series. However, Warped adds new elements to Crash's platform-hopping action, including swimming stages, a second playable character (Crash's sister, Coco), and Dual Shock compatibility.

Available November

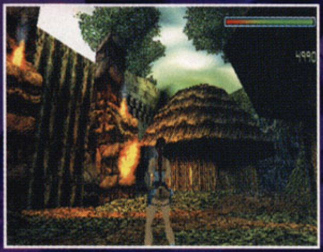
Colony Wars: Vengeance



If Psygnosis's first Colony Wars gave you light-years of thrills, this sequel will warp you to new heights of space-combat excitement. Already impressive even at this early stage, Vengeance locks on with combat inside planetary atmospheres and in deep space. Gorgeous new graphics, all-new missions, and tons of slick refinements ramp up the gameplay.

Available November

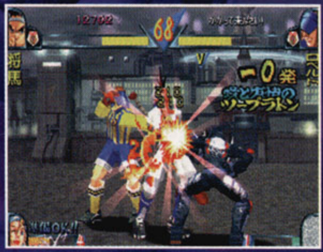
Tomb Raider III



Eidos and Core Design go for a no-brainer—Tomb Raider III! Although the E^3 version's graphics were rough, the gameplay was cool. Lara explores four exotic locales, including the South Pacific, to find a mystic artifact. White-water rafting and new moves, which include a slick sprint, should bring Lara good lovin'…again.

Available December

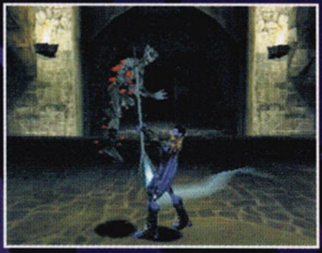
Rival Schools



Rival Schools looks like another perfect arcade-to-home translation from Capcom. Fourteen fighters from three schools—including a bouncy cheerleader and a tough-ass principal—battle it out. The graphics are excellent, controls are near-perfect, and the splashy two-on-one attacks are creative and humorous.

Available September

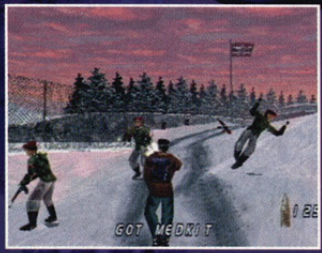
Soul Reaver: Legacy of Kain



Soul Reaver is Crystal Dynamics' latest chapter in the Kain vampire saga that started with Blood Omen. Visually, the game is stunning, with bleak imagery and awesome effects: For example, you can impale enemies and suck their fleeing souls, or switch between two elemental planes and totally change your surroundings on the fly.

Available December

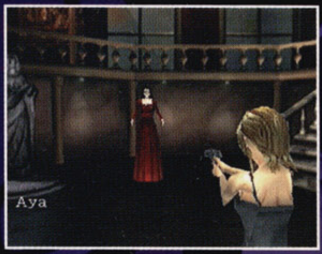
Tomorrow Never Dies



The bad news that Tomorrow Never Dies was delayed until next year was neatly balanced by the good news that MGM Interactive is making some smart changes to the gameplay. Instead of a five-games-in-one approach, TND will deliver mostly GoldenEye-style action on foot, interspersed with Road Rash–style vehicle combat on skis, in cars, and underwater.

Available Spring '99

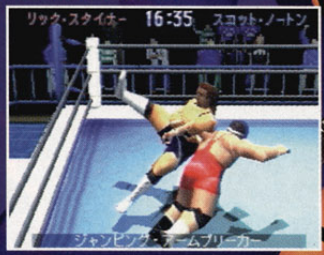
Parasite Eve



Square Soft's Parasite Eve is coming to the U.S. courtesy of the newly formed company, Square EA (see "ProNews," July). Eve uses the pre-rendered background game engine of Final Fantasy VII, but the combat sequences are all action as you play a rookie cop out to stop a deadly strain of virus from spreading through New York City.

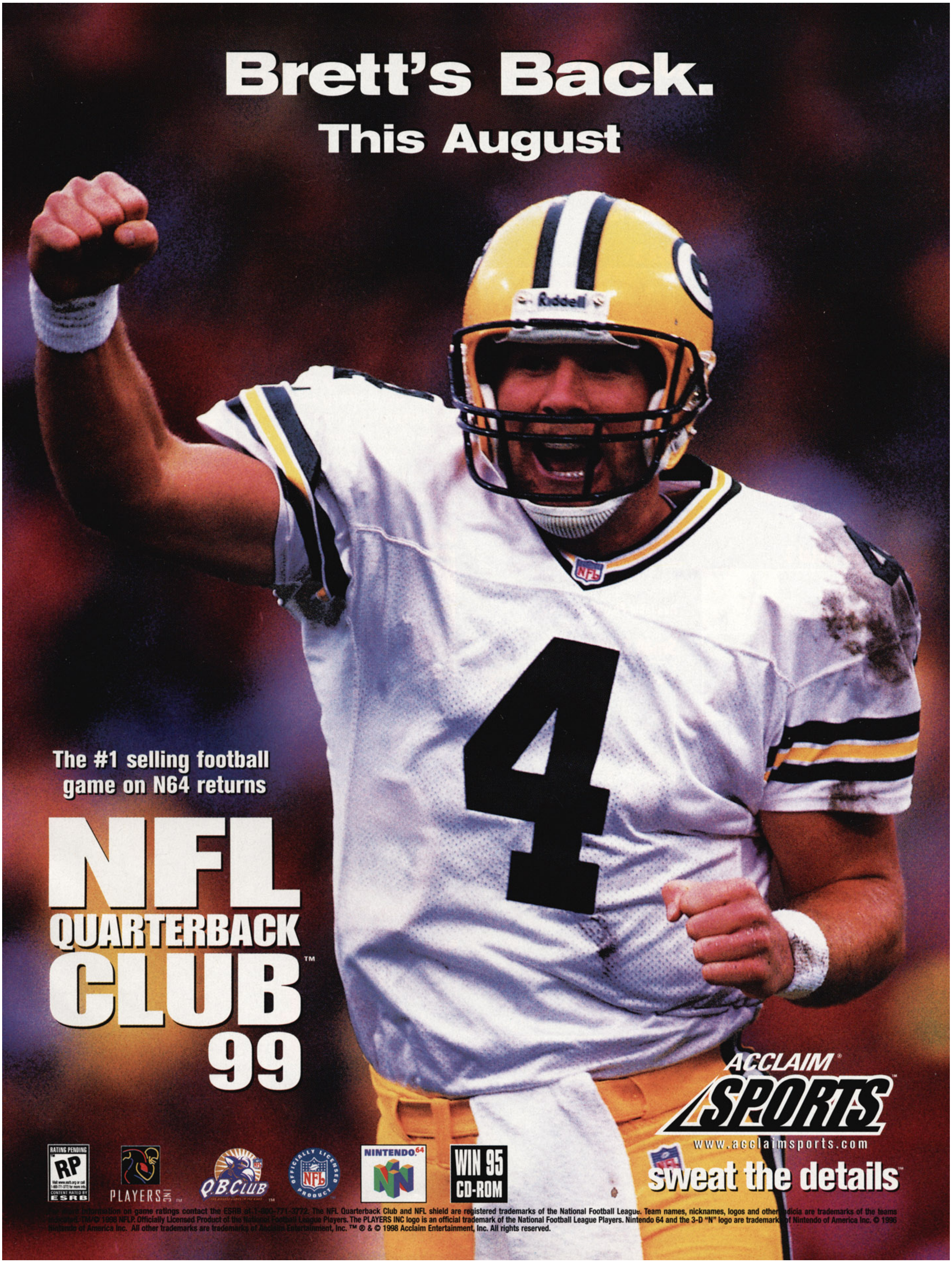
Available September

WCW/NWO Live



"Hollywood" Hogan and the Wolfpack return in THQ's latest PlayStation wrestling rumble. Live features over 30 wrestlers from the WCW, NWO, and Japan while also boasting a cool create-a-wrestler mode that enables you to configure your grappler's moves and taunts, as well as his appearance.

Available Fall '98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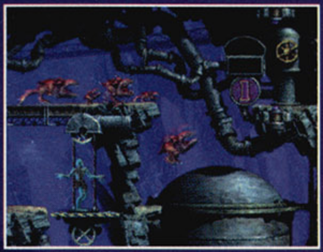
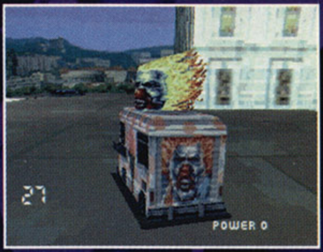
Oddworld: Abe's Exoddus



The PlayStation's wimpiest hero is back to save the day in eight new levels from GT Interactive. On the surface, the game greatly resembles Abe's Oddysee, but this time around Abe packs new moves (such as invisibility, slapping, and exploding farts) and new abilities (like possessing more creatures and making more than one Mudokon follow him around).

Available November

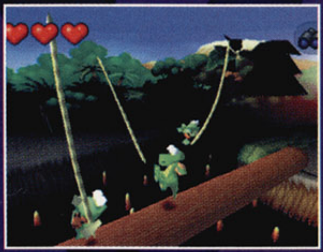
Twisted Metal 3



Sony's Twisted Metal series counts to three with 12 vehicles and a new boss character, Head Hunter. TM3 has new multiplayer options, including a four-player death match via link cable. The action is still world wide, with battle zones in Egypt, Area 51, and London—just to name a few.

Available November

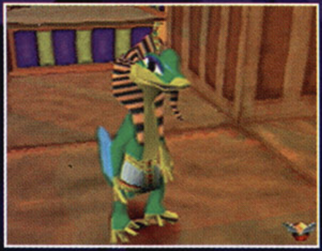
Croc 2



Fox Interactive had a 40-percent preview of Croc 2. The play mechanics are similar to those of the first game (Croc can still run, jump, swim, and bounce to high areas with his trusty tail), and new features include improved graphics and non-linear gameplay.

Available Fall '99

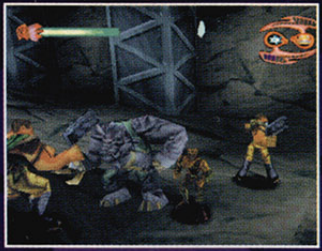
Gex 3



Crystal Dynamics provided a very early peek at its latest adventure for the wise-cracking gecko. Using the same game engine as Enter the Gecko, G3 puts a new twist on the action with stages that feature Gex riding a donkey and even hitting the slopes for some snowboarding excitement.

Available First Quarter '99

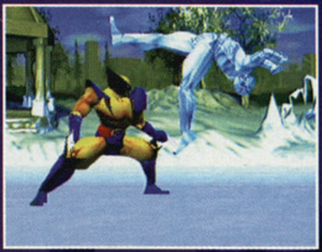
Small Soldiers



Small Soldiers by Electronic Arts attempts to re-create the diminutive, alien-busting action from the DreamWorks movie of the same name. The preliminary version showcased massive firepower, and there are plans for 12 mission-based levels featuring Commando Chip Hazard versus the Gorgonites. Soldiers' gameplay features include building up your arsenal, commandeering enemy vehicles, and capturing weird creatures in order to keep Earth safe from invasion.

Available Fall '98

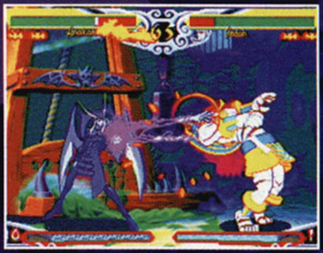
X-Men



The X-Men are gearing up for 3D action in Activision's first fighting game centered around the popular Marvel mutants—and it should excite brawlers with numerous combos, special attacks, and alternate costumes. Even in its early stages of development, X-Men already provided stunning visuals that rival the best fighters around.

Available First Quarter '99

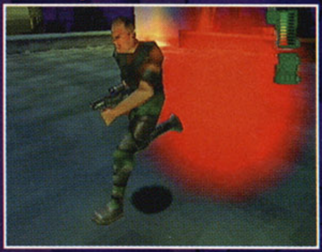
Darkstalkers III



Capcom's popular Street Fighter spin-off, Darkstalkers, features more fighters and options than the arcade version, including a Training and Visual Story mode (the latter is a gallery of Darkstalkers artwork). The lineup contains 18 beastly brawlers, and the game features new fighting techniques such as the Dark Force attack.

Available October

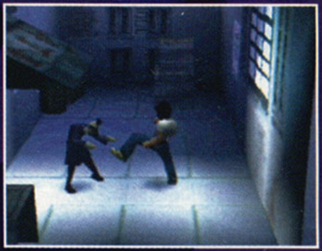
Apocalypse



Activision's futuristic action/shooter has undergone quite a few changes since our last preview: The biggest change is the elimination of the "buddy system," as you are now in full control of a motion-captured (and one-liner uttering) Bruce Willis. Also starring rocker, Poe, Apocalypse could be a number-one action title.

Available December

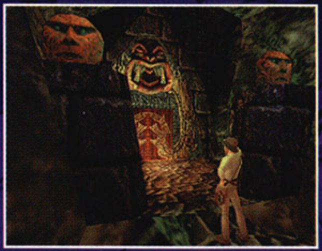
Jackie Chan's Stuntmaster



Jackie Chan leaps off the screen and into this 3D action/fighting title from Midway Home Entertainment. In Stuntmaster, you control the man himself as he battles thugs trying to sabotage his latest movie. Chan can punch, kick, block, jump, climb, and perform combos. As you would expect, Jackie himself was motion-captured for the game.

Available First Quarter '99

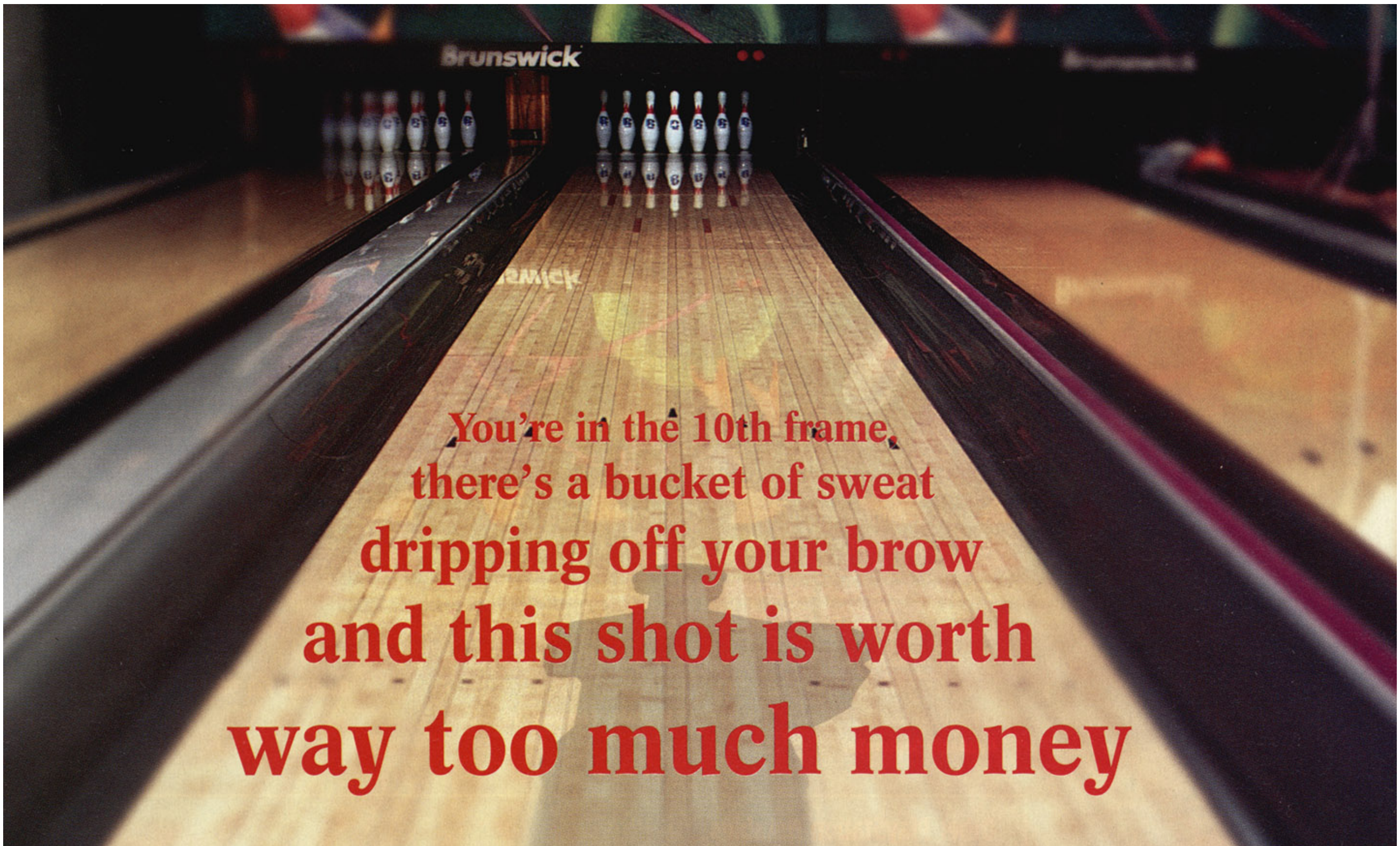
Indiana Jones and the Infernal Machine



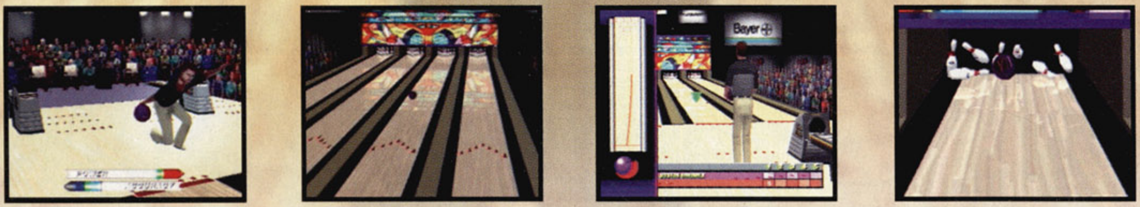
(Note: PC screen shown.)

Indiana Jones is returning to challenge Lara Croft for the 3D action/adventure championships—but not until 1999. Still, LucasArts made known certain details concerning Jones' latest adventure at E^3. The story line's true to the Indy legend: In 1947, Jones must beat the Russians in a race to find an ancient machine that could unlock a legendary but deadly force.

Available Fall '99



You're in the 10th frame,
there's a bucket of sweat
dripping off your brow
and this shot is worth
way too much money



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Wild 9

On a scale of 1 to 10, Wild 9 already looked like a 7 at E^3. Interplay and Shiny are collaborating to create 9 wild (get it?) worlds where you use an energy weapon called The Rig to grab and literally torment LEGMs (Little, Evil, Green Men). The Rig was wicked, nasty, and a whole lot of fun.

Available Fall '98

G. Darius

THQ is bringing this intense side-scrolling shooter to U.S. shores. G. Darius features 15 non-linear levels, 30 bosses, 15 different weapons, and two-player simultaneous gameplay. The game also features several cool combat techniques, including the ability to use weapons you obtain by capturing enemy ships.

Available September

Pac-Man 3D

Pac's back with a whole new look as he jumps into 3D for free-roaming action. In addition to Pac's trademark chompin' jaws, he can also swim, fly, jump, and run. For purist Pac fans, the original arcade version of the game has also been retained, but with a new 3D look.

Available February '99

T'ai Fu

T'ai Fu, Activision's new 3D action/adventure, claws gamers through 20 levels of animal vengeance. You play as T'ai Fu, a kung-fu fighting tiger who must use his arsenal of over 100 moves to crush the enemy forces who have thrown him into exile.

Available Fall '98

Other PlayStation Notables...

Poy Poy 2

Available September

Pocket Fighter

Available August
(See "Sneak Previews," July)

You Don't Know Jack
Available Winter '98

Syphon Filter
Available November
(See "Sneak Previews," this issue)

L.A.P.D. 2100
Available Fall '98
(See "Sneak Previews," this issue)

Moto Racer 2

Available September

Tenchu

Available Fall '98
(See "Sneak Previews," July)

Akuji the Heartless
Available Fall '98
(See "Sneak Previews," May)

Bust-a-Groove
Available December
(See "Sneak Previews," this issue)

Resident Evil Director's Cut: Special Edition
Available September

Blast Radius

Available January '99

Resident Evil 2 (Dual Shock compatible)
Available September

Brave Fencer Mushashiden
Available December

Assault
Available First Quarter '99

MediEvil
Available October

R/C Stunt Copter
Available November

Bomberman World
Available October

Test Drive 5
Available October

Big Air Snowboarding
Available November

Tiny Tanks

Available December

Freestyle Boardin' '99
Available Fall '98

Shao Lin
Available Fall '98

Uprising X
Available November

Crime Killer
Available July

Heart of Darkness
Available September

Devil Dice
Available Fall '98

Dead Unity
Available Fall '98

Bushido Blade 2
Available November

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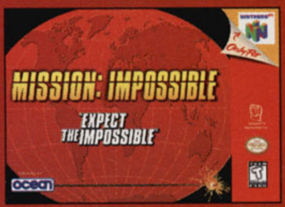

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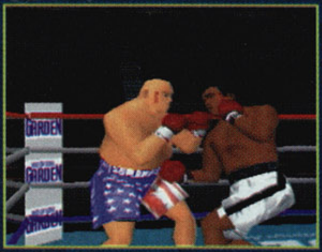
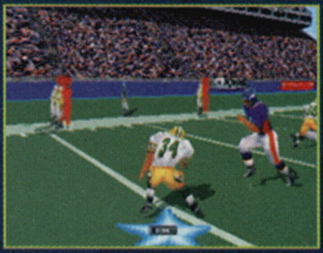
INFOGRAMES ENTERTAINMENT

Sports games continue to rank among the top sellers, and that was reflected at E^3 with a mountain of new titles, broader support for N64 sports fans, and several new lines of sports games. We've got the skinny on who's got game...and who needs more time back in the minors.

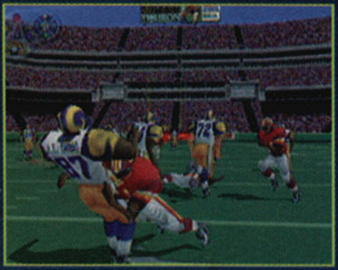
EA Sports


Knockout Kings (PlayStation)

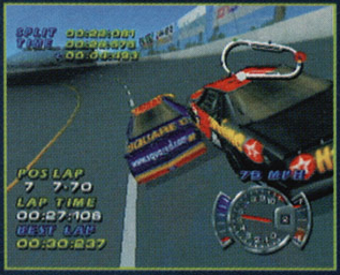
The freshest sports game at E^3 was **Knockout Kings**, EA's new PlayStation boxing game which is due out in October. Knockout Kings K.O.'d the crowd with an awesome lineup of boxers, including Oscar De La Hoya, Muhammad Ali, Evander Holyfield, Sugar Ray Leonard, and many other greats. Cool features like taunts, a detailed Career mode, create-a-boxer, and a tight lineup of punches and moves (like low blows and headbutts) were complemented by slick graphics. The boxer models are so detailed that if you work a specific spot on your opponent's head, you'll see damage occur, such as swelling eyes and bleeding cuts!


Madden NFL '99 (PlayStation)

Madden NFL '99 was tearing up the turf, heading for a September release on the PlayStation and N64. The new polygonal player models looked very sharp, and EA also built in some awesome new features like a play editor that lets you design and run your own plays, a Franchise mode where you can create a player and take him through his entire career, wild dekes, wrap-around tackles, and overhauled playbooks with standard and team-specific plays.

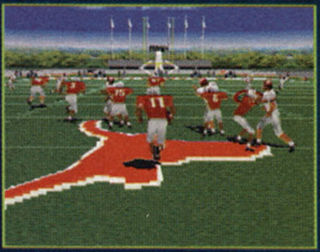

Madden NFL '99 (Nintendo 64)

While the PlayStation version of **NHL '99** wasn't ready to show yet, it hit the ice on the N64 with style. Fans from the Genesis days will be happy to hear that the N64 version has returned to the comfortable pick-up-and-play feel of the 16-bit years, packing in plenty of huge hits and wild scoring opportunities. Graphically, NHL was off to a solid start; and EA reports that it's hard at work on tuning up the A.I., flow of the game, strategy, and more. Look for the N64 version in late November and the PlayStation version in October.


NASCAR '99 (Nintendo 64)

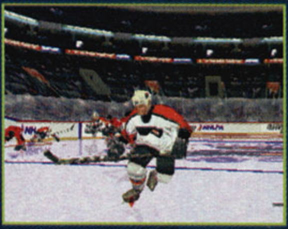
Finally, EA unveiled **NASCAR '99** on the N64 and PlayStation. Both versions looked strong graphically, but the gameplay for each felt different. The N64 handled a little younger, offering arcade-style action, while the PlayStation version offered a more realistic sim experience. The PlayStation team is focusing on making the car physics more realistic and on adding more ways that your car can be crumpled, smashed, and otherwise mangled during wrecks. Look for both games to hit store shelves this fall.

Sony Sports

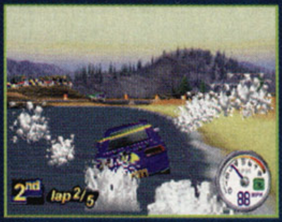

NCAA GameBreaker '99 (PlayStation)

Aside from announcing the...um, interesting...new name for Sony Interactive Studios—989 Studios—Sony had very little to show at E^3 in the way of sports. Disappointingly, only the fun **NFL Xtreme** (turn to "Sports Pages" this issue for much more) was available to play, and that game's definitely ramping up for some high-octane arcade football mayhem.

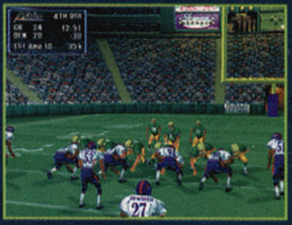
However, a brief videotape showed that **NFL GameDay '99** is headed for pigskin power once again (check out "Sports Pages" this issue for more), while its college counterpart, **NCAA GameBreaker '99** is shaping up for an October release. Along with revamped graphics, GameBreaker sports more than 2200 plays, a new Blue Chip Recruiting mode that enables you to sign recruits, and motion-capture by budding star Ryan Leaf.


NHL Face Off '99 (PlayStation)

NHL Face Off '99 was in the very early stages of development, but the astounding new player models and highly detailed arenas were arresting. Look for it to drop the puck in October. Finally, Sony debuted **Rally Cross 2**, the follow-up to its off-road racing game. Scheduled for a November release, Rally 2 featured snazzy new cars, 24 tracks, and an all-new game engine.

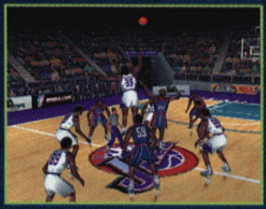

Rally Cross 2 (PlayStation)

Acclaim Sports


NFL Quarterback Club '99 (Nintendo 64)

Almost overnight, Acclaim's become one of the more respected names in sports, and considering how cool **NFL Quarterback Club '99** was on the N64, the props will keep on coming. QB Club's graphics were even more eye-catching than they were in last year's beautiful game. And best of all, Acclaim reports that it's focusing on the A.I., which is where the series needs the most help.

Acclaim also unveiled **NBA Jam '99**, which is due out in December. Unlike its arcade cousin, this five-on-five hoops sim was all about realistic basketball, pounding down the court with the same great graphics found in QB Club. Finally, Acclaim hinted that **NHL Breakaway '99** may appear on the N64 some time this fall.


NBA Jam '99 (Nintendo 64)

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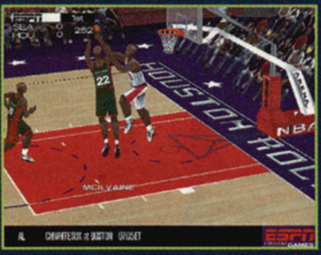
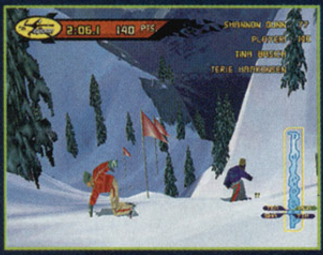
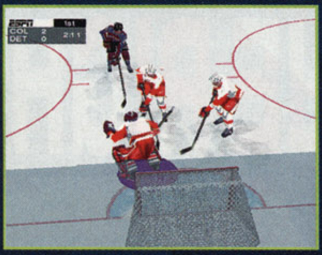
ESPN Digital Games

Radical Entertainment, the developers of the Powerplay series, announced its brand-new line of sports games, ESPN Digital Games; and it's starting off its sports presence with three promising PlayStation games. The most impressive was **NBA Tonight**, a five-on-five hoops sim due out this fall. Stuart Scott and Dr. Jack Ramsay call the action, and the game shined with smart features, strong graphics, and a tight A.I.


NBA Tonight (PlayStation)

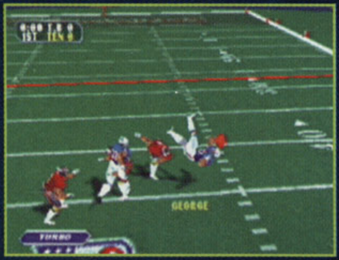
On the hockey front, Powerplay is no more—instead, ESPN has **National Hockey Night** coming out this fall. The game includes commentary by Steve Levy and Gary Thorne, as well as cool features like bad-blood rivalries between such teams as the Avs and Red Wings. **X Games Pro Boarder**, also due this fall, puts a cool spin on the flood of snowboarding games by including pro riders from the X Games tour, a tight combo of tricks- and racing-oriented gameplay, and some seriously intuitive controls for pulling off stunts. Finally, ESPN let the word out that it has baseball and football games in the loop for 1999.

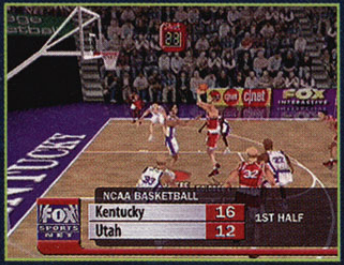

X Games Pro Boarder (PlayStation)


National Hockey Night (PlayStation)

Other Sports Notables

Midway's console conversions of the smash arcade hit, **NFL Blitz** (see "Sports Pages" this issue for much more), drew hordes to its booth. The N64 version delivered awesome gridiron carnage, though the PlayStation version was still too unfinished to judge. Look for Blitz sometime in September.

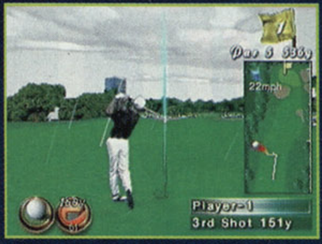

NFL Blitz (Nintendo 64)



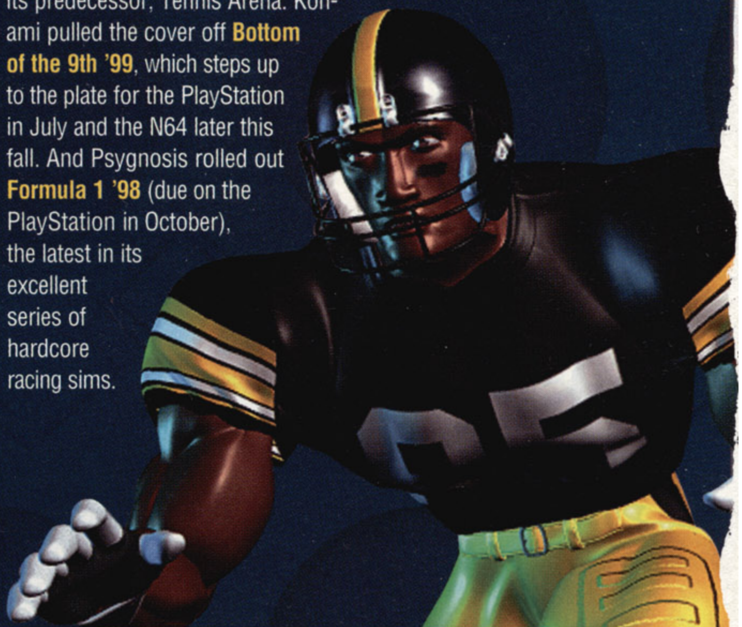
Fox Sports College Hoops '99 (Nintendo 64)

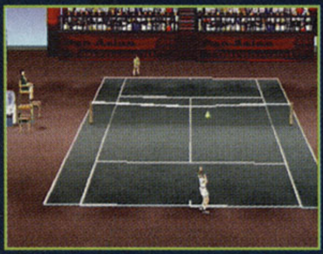
Fox Interactive launched its new line of sports games, and **Fox Sports College Hoops '99** was easily the best of the bunch. This hot prospect (which was developed by the pros at Z-Axis) will bring college action to the N64 this December. Fox's other titles included **Fox Sports Hockey '99, Fox Sports Tennis '99, Fox Sports Soccer '99**, and **Fox Sports Golf '99**—all are for the PlayStation, and all focus on arcade-style easy-to-play action that should appeal to younger gamers.

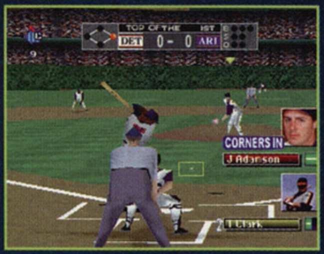
Nintendo was practically a no-show in sports—the only two new sports games it displayed were **Waialae Country Club True Golf Classics** and **F1 World Grand Prix**. While they're not the kind of games that make gamers explode with excitement, they did look like fairly solid titles. Look for True Golf in July and F1 in August.

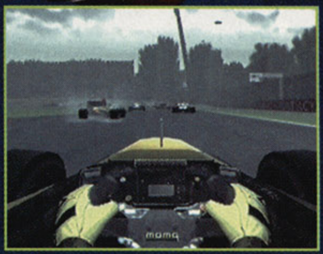

Waialae Country Club True Golf Classics (Nintendo 64)

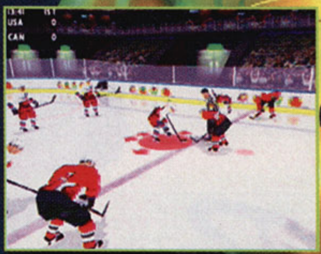
Last but not least, Ubi Soft unveiled the promising **All-Star Tennis '99** (due on the PlayStation in October), which features top stars like Michael Chang and refined controls that play much more smoothly than its predecessor, Tennis Arena. Konami pulled the cover off **Bottom of the 9th '99**, which steps up to the plate for the PlayStation in July and the N64 later this fall. And Psygnosis rolled out **Formula 1 '98** (due on the PlayStation in October), the latest in its excellent series of hardcore racing sims.



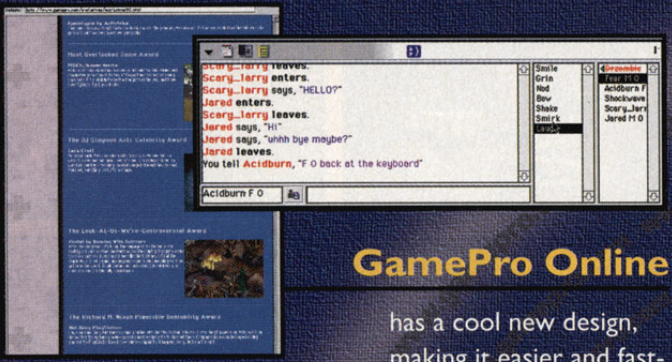

Fox Sports Tennis '99 (PlayStation)


Bottom of the 9th '99 (PlayStation)


F1 World Grand Prix (Nintendo 64)

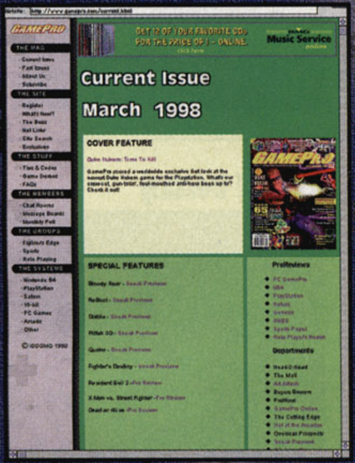

Fox Sports Hockey '99 (PlayStation)

GamePro Online Takes On A New Look!



Scary_larry leaves.
Scary_larry enters.
Scary_larry says, "HELLO?"
Jared enters.
Scary_larry leaves.
Jared says, "Hi"
Jared says, "uhhh bye maybe?"
Jared leaves.
You tell Acidburn, "F 0 back at the keyboard"

Smile
Grin
Nod
Bow
Shake
Smirk
Laugh
Fear M 0
Acidburn F
Shockwave
Scary_larr
Jared M 0
Acidburn F 0



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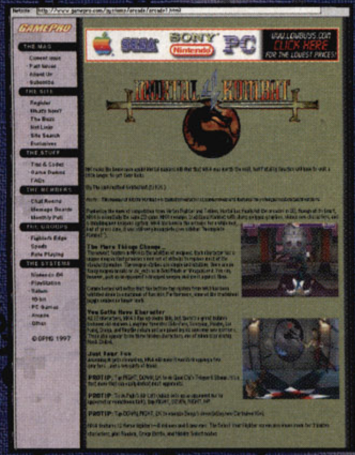

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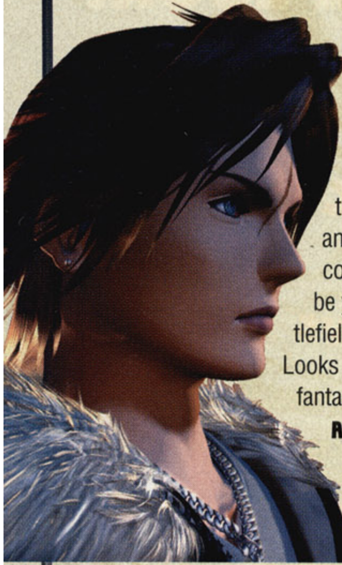
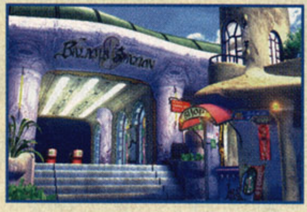
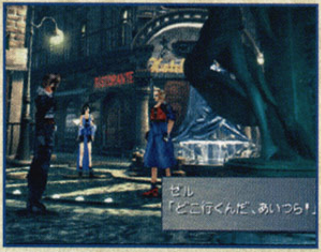


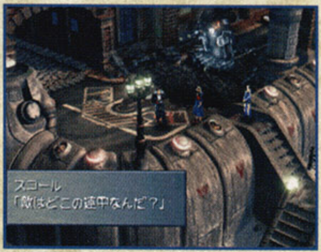
Final Fantasy VIII

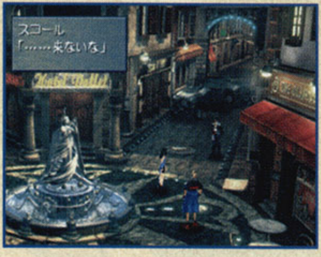
With Square Soft's official announcement that Final Fantasy VIII is coming to the PlayStation, the most popular role-playing franchise of all time is back. The characters will appear larger and more realistic than in FFVII—and one of the coolest, most anticipated gameplay changes will be your ability to see your whole party on the battlefield during fights. Looks like another fantasy come true!

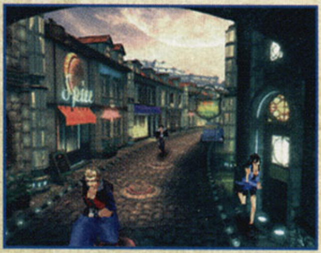
Available August '99



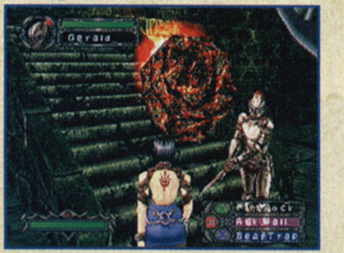








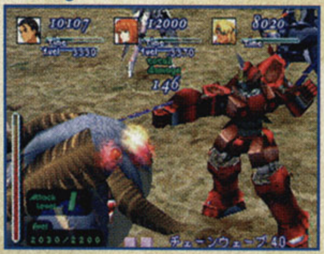
Deception II



Tecmo's devilish sequel was one of the most fiendishly fun PlayStation games at E^3. You conceal torture devices like pendulums, saw-blades, and bear-traps around a room, then wait for unsuspecting enemies to cross your path. Evil, but fun!

Available September

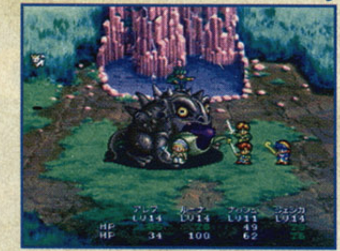
Xenogears



Xenogears is Square Soft's new futuristic RPG where robots and humans fight it out using a unique button-based battle system, powerful weapons, and amazing spells. The two CD PlayStation game features an anime opening and over 60 hours of gameplay.

Available October

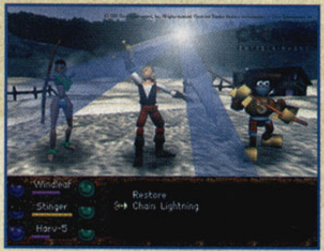
Lunar: The Silver Star Story



Lunar is finally back and looking better than ever! Working Designs' PlayStation version of the Sega CD classic will feature 50 minutes of animation, a couple of new characters, and two full-length songs.

Available September

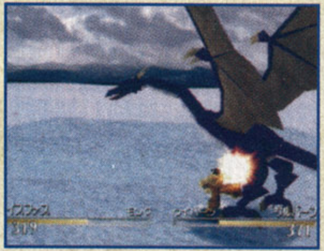
Shadow Madness



Shadow Madness is Crave Entertainment's impressive new RPG involving a mysterious planet-threatening plague that, of course, only you can stop! With over 75 areas to explore, 50 battle arenas, and mixed in mini-games like fishing and vehicle flying, Shadow Madness could be one of this fall's top RPGs.

Available November

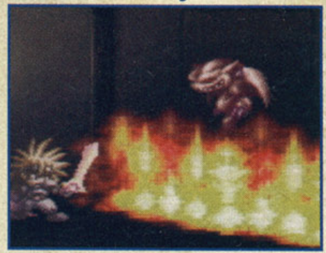
Brigandine



Atlus's Brigandine is a tactical simulation that combines gameplay elements similar to those of both Ogre Battle and Dragon Force. The 3D battle scenes are fully polygonal, characters change class levels, and each of the five main characters has over 30 hours of gameplay and their own endings.

Available Fall '98

Tales of Destiny



In Namco's Tales of Destiny, you play as a young hero on a quest to discover the lost secrets of your homeland. Throughout this PlayStation adventure, you collect mysterious swords—each with their own personality, power, and hit points—to help you battle against dragons and fight for peace.

Available September

Suikoden 2

Konami's Suikoden 2 was announced at E^3, but was not on the show floor. Nevertheless, you can expect new characters, multiple paths, and new battle modes to be featured when the game appears.

Available Fall '98

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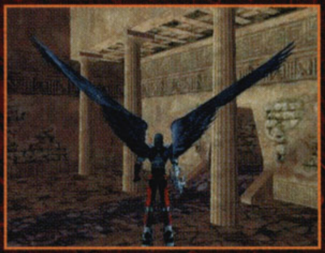
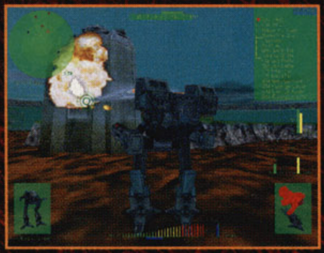
Skies



Paradigm and SegaSoft's partnership on the RPG/flight sim, Skies, turned out to be a brilliant one. Players choose to be an angel, a dragon, a sprite, or other creatures, then help their airborne character grow, age, and develop skills over the course of the game. The fully 3D online role-playing community looks even more promising.

Available Spring '99

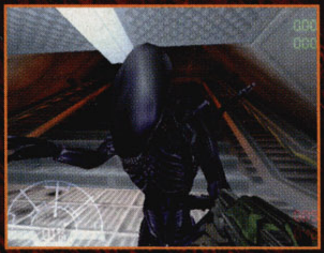
MechWarrior 3



MicroProse has a lot to live up to in its sequel to Activision's MechWarrior 2, but the fact that E³ attendees couldn't keep their hands off the two machines running the demo was a good sign. The software-rendered version looked almost as good as the 3D-accelerated version! Fans will not be disappointed.

Available Summer '98

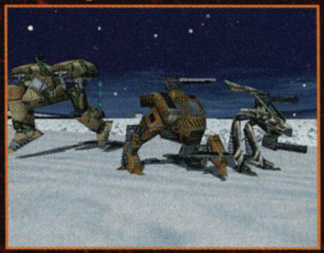
Aliens vs. Predator



It's the corridor crawler PC freaks have been begging for! Play as the Alien, the Predator, or the not-so-helpless space marine in Fox's first-person shooter. The game keeps the Jaguar version's creepy atmosphere, but brings everything else up to modern, 3D-accelerated standards. A definite must-have for multiplayer fanatics!

Available Winter '98

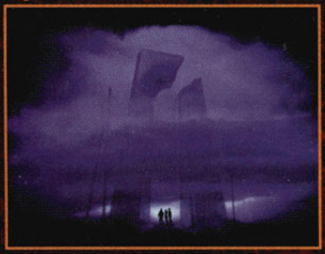
Starsiege



If your average giant robot game leaves you lost, Starsiege's grab-the-stick-and-go attitude will help cure your control-phobia. Sporting a new engine, three factions, 40 weapons, multiple vehicles (tanks and flyers join the standard Hercs), and a mission editor, Dynamix's latest looks ready to rock.

Available September

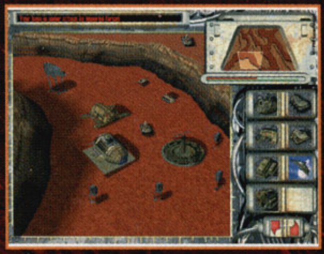
Elysium



Most RPGs take forever to complete—which is great if you have an attention span. Cavedog's Elysium, set in a realm beyond dreaming, offers something different: an episodic RPG, filled with 40 unique quests, each offering five to ten hours of gameplay. It looks promising in all respects.

Available Spring '99

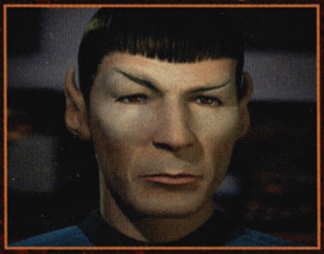
Star Wars: Force Commander



C&C meets the Star Wars universe in LucasArts' entry into the real-time strategy genre. You'll have control over 100 units, including the mighty AT-AT, on battlefields from Corellia to Tatooine. FC requires you to have 3D hardware, but the payoff will be lush visuals of that galaxy far, far away.

Available Winter '98

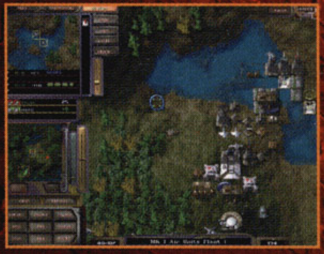
Star Trek: Secret of Vulcan Fury



You've probably heard the phrase, "like being in an episode" used before to describe TV-based games, but never was it more true than in Interplay/Tribal Dreams' new Trek vehicle. Incredibly lifelike renderings, writers and actors from the original series, and a seamless interface make this an exceptionally engrossing game.

Available Spring '99

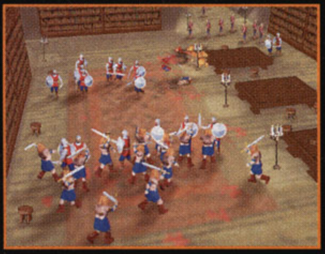
M.A.X. 2



Surprised to see this one here? So are we. But Interplay's sequel to the original M.A.X. could well have everything strategy fans want. Play it as a turn-based game, a real-time game, or as a combination of both. How about a sub-window to let you see troops in another area? It's got it. M.A.X. 2 packs tons of options—don't sell it short.

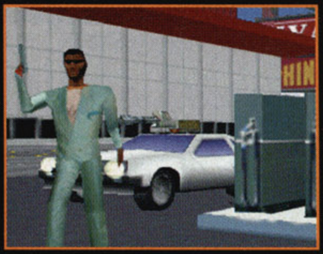
Available Summer '98

The Best Of The Rest

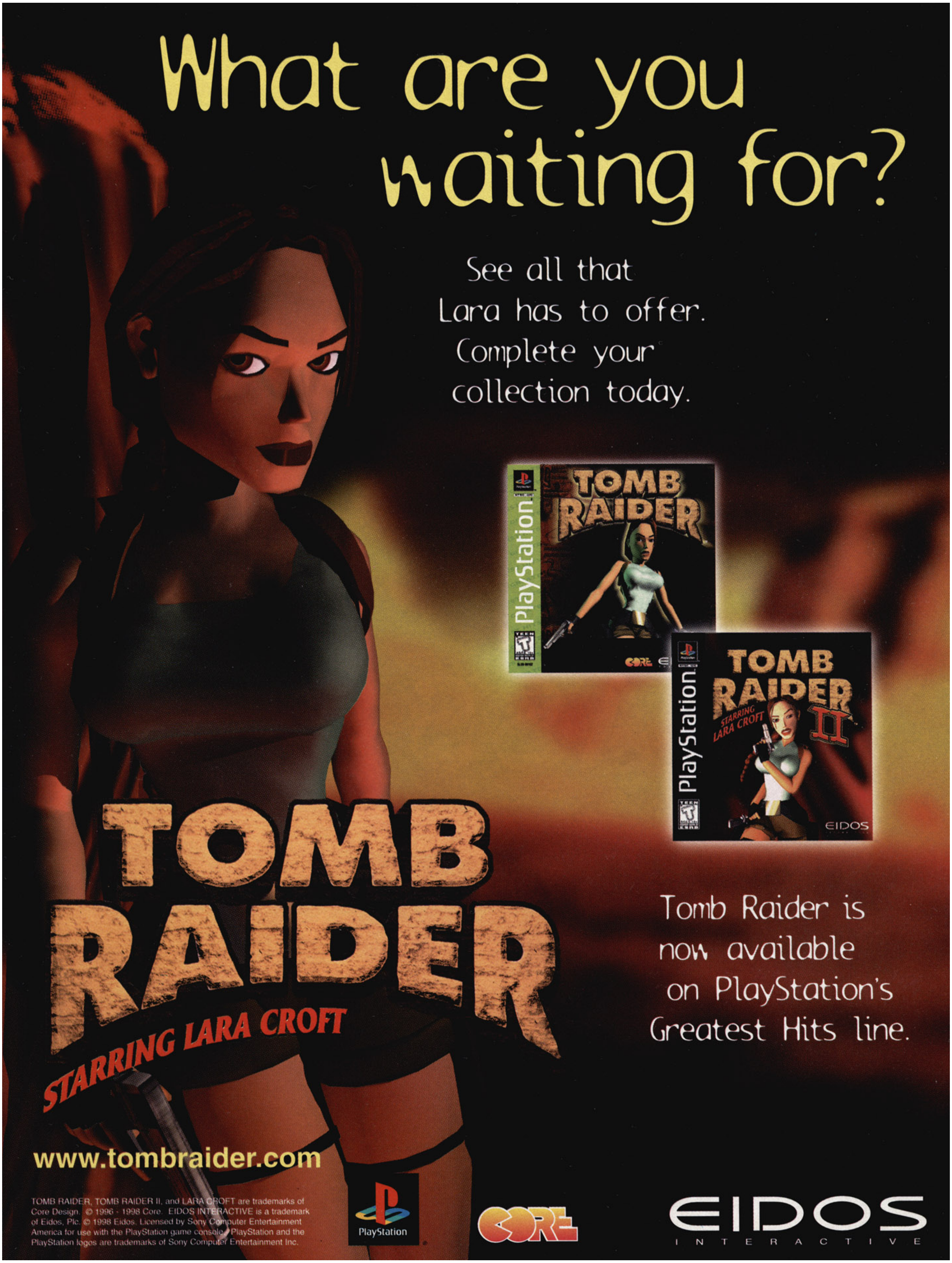


Myth II: Soulblighter (Bungie)

Command and Conquer 2: Tiberian Sun will deliver the goods this fall, make no mistake…**Sin**, **Daikatana**, and **Half-Life** all looked nice, but it's too close to call…**Interstate '82** features Deloreans, Countachs, and Taurus in a Miami Vice outfit…**Prey** was showing its incredibly cool portal technology behind closed doors, ironically enough…**Duke Nukem Forever** is polishing its steel-toed boots in preparation to kick major ass…Cavedog has many cool games in the works, including **Good & Evil** and **Total Annihilation: Kingdoms**…**Myth II** looks like more of Myth I—which is good…and Ocean's first-person adventure **Outcast** had to be the only game that not only didn't require 3D hardware, but didn't even need it!



Interstate '82 (Activision)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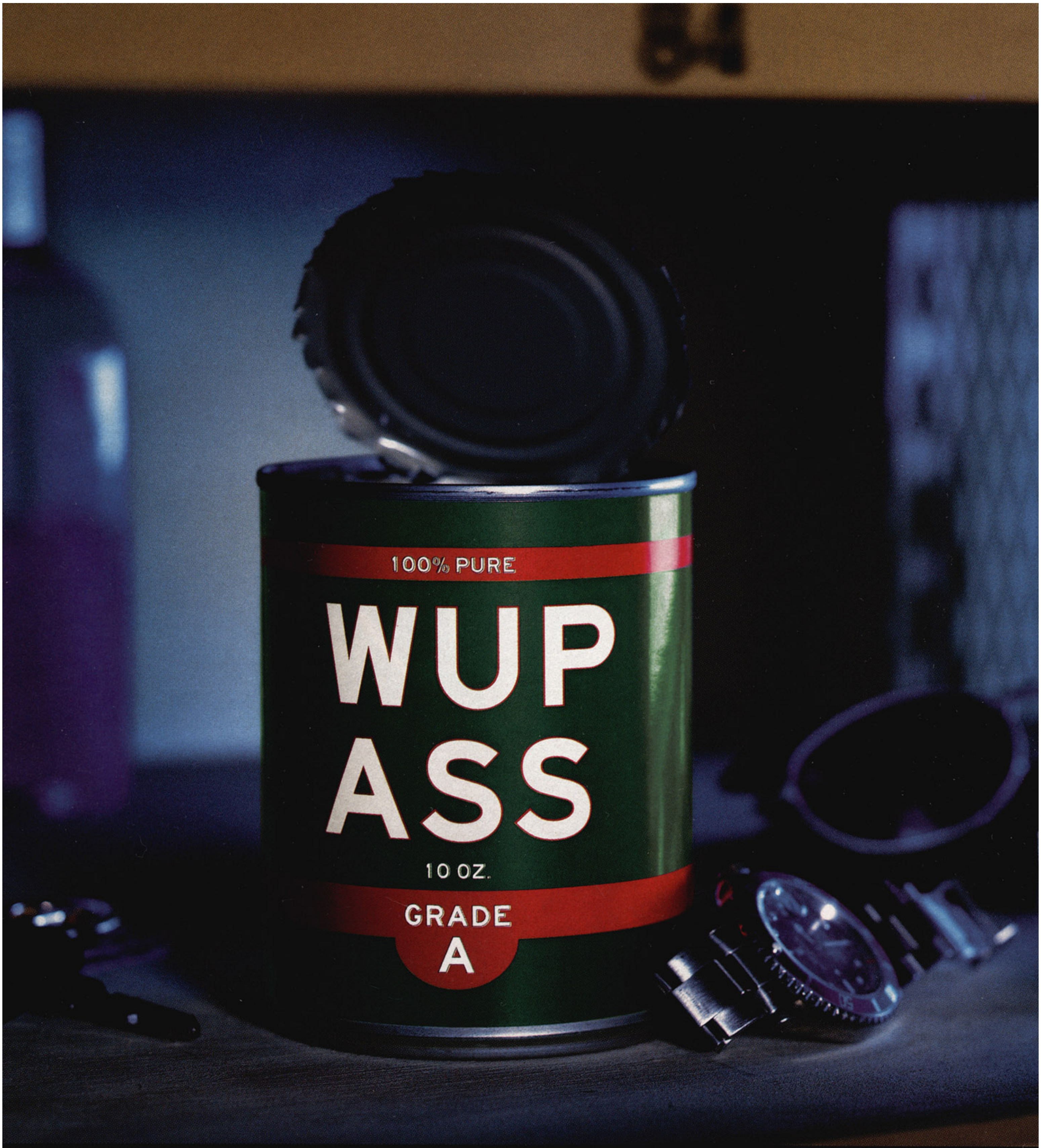
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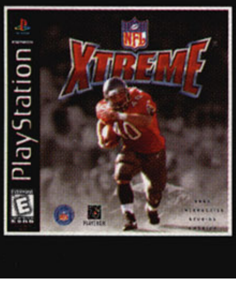
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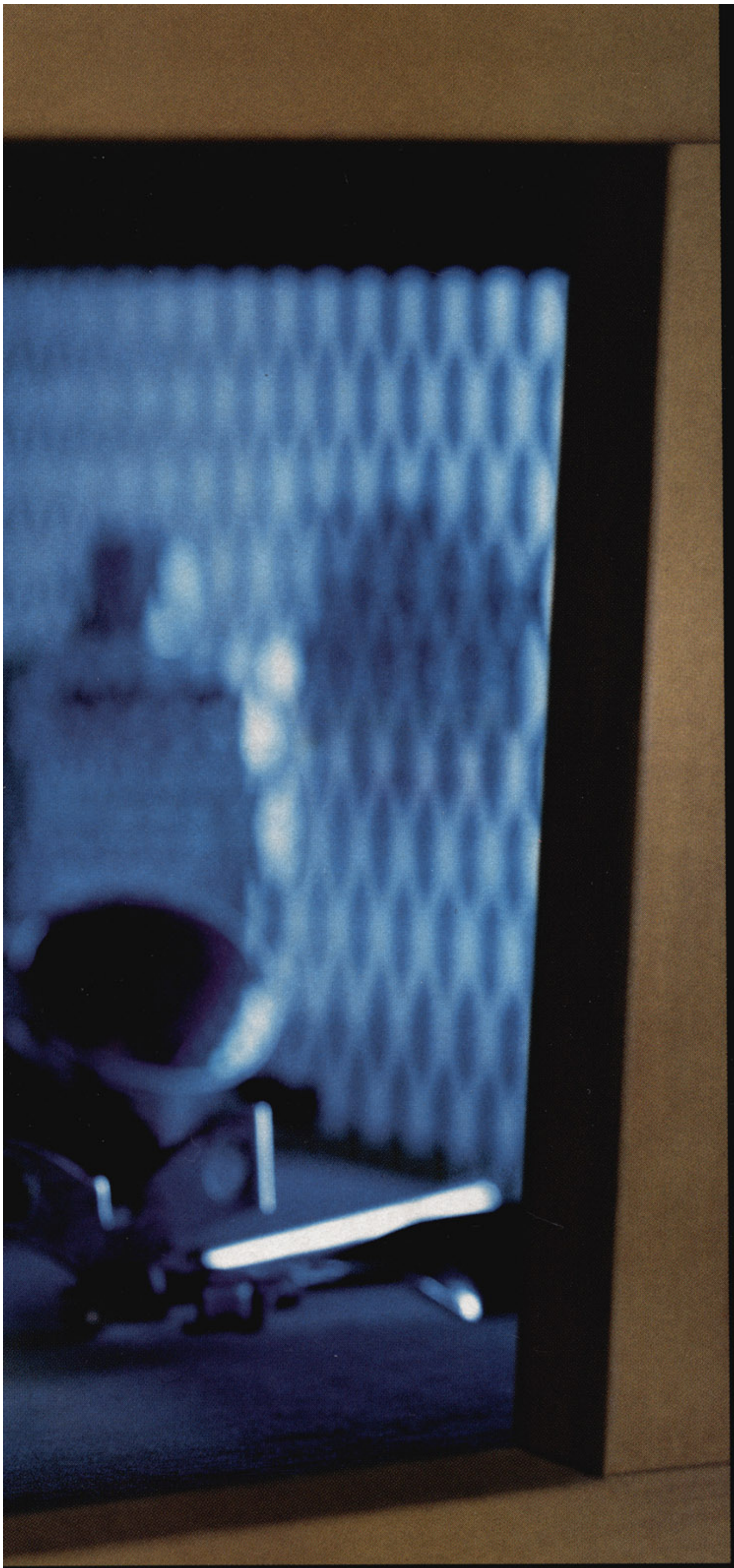
E

NFL Xtreme.™ A high-scoring, 5-on-5, in-your-face, gridiron war. There's no rules, no penalties and no boundaries. It's a helmet-popping, trash-talking, late-hitting free-for-all. Enjoy.



NFL XTREME™

AFTER THE COIN TOSS,
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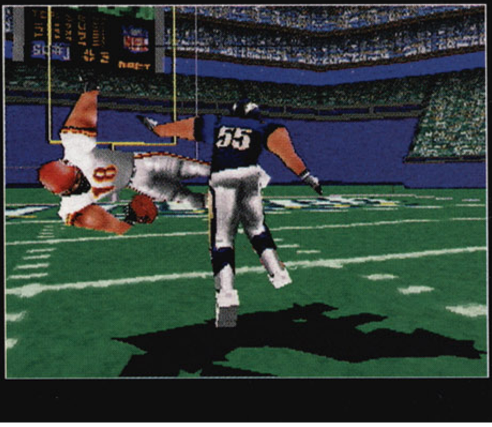

EVERYONE E CONTENT RATED BY ESRB

PLAYERS INC

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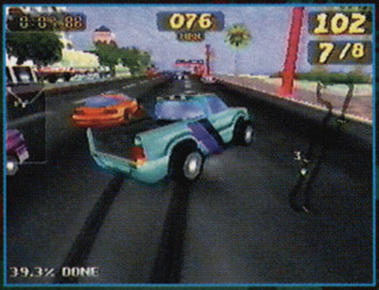
Sneak Previews

Rush America

Nintendo 64

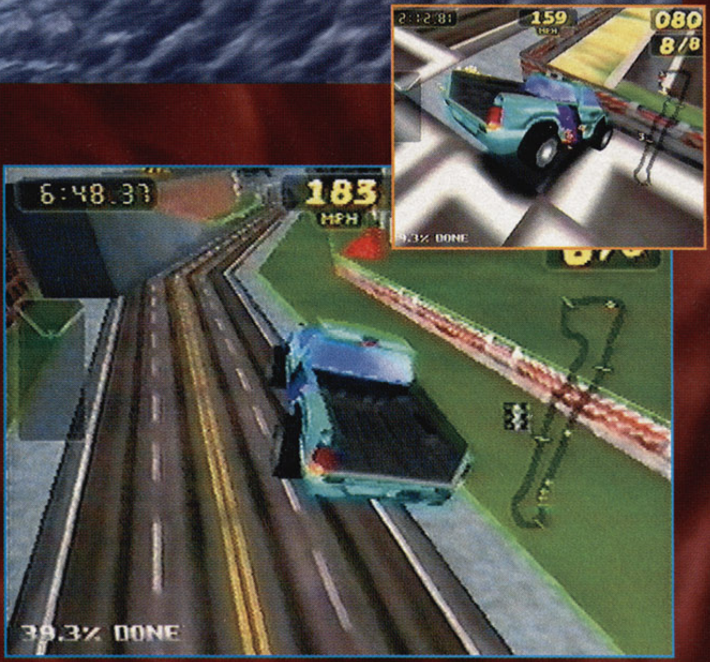
By Dan Elektro

Hot Wheels



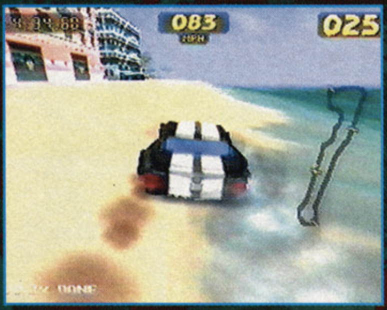
High-flying racing returns to the Nintendo 64 with Rush America, the sequel to last year's hit, San Francisco Rush. Rush America packs 12 tracks, including Las Vegas, lower Manhattan, Seattle, Honolulu, Los Angeles, and the original's secret raceway, Alcatraz. Plus, there are two circuit speedways and two stunt tracks for players who crave different kinds of challenges.

You'll also find twice as many cars—16 in all—with new rides like a pickup truck, a rally racer, a '60s Camaro–like muscle car, a square-nosed roadster with a flame paint job, a sporty Honda–style hatchback, a fin-tailed '50s cruiser, a sweet, aerodynamic coupe, and a sports utility vehicle. Of course, the original eight cars are also idling in the garage; after all, it wouldn't be Rush without the hippie bus.



You sped through San Francisco and you rushed the Rock...but can you take the whole country to the extreme? Midway dares you to try in Rush America!

Shortcuttin' Loose



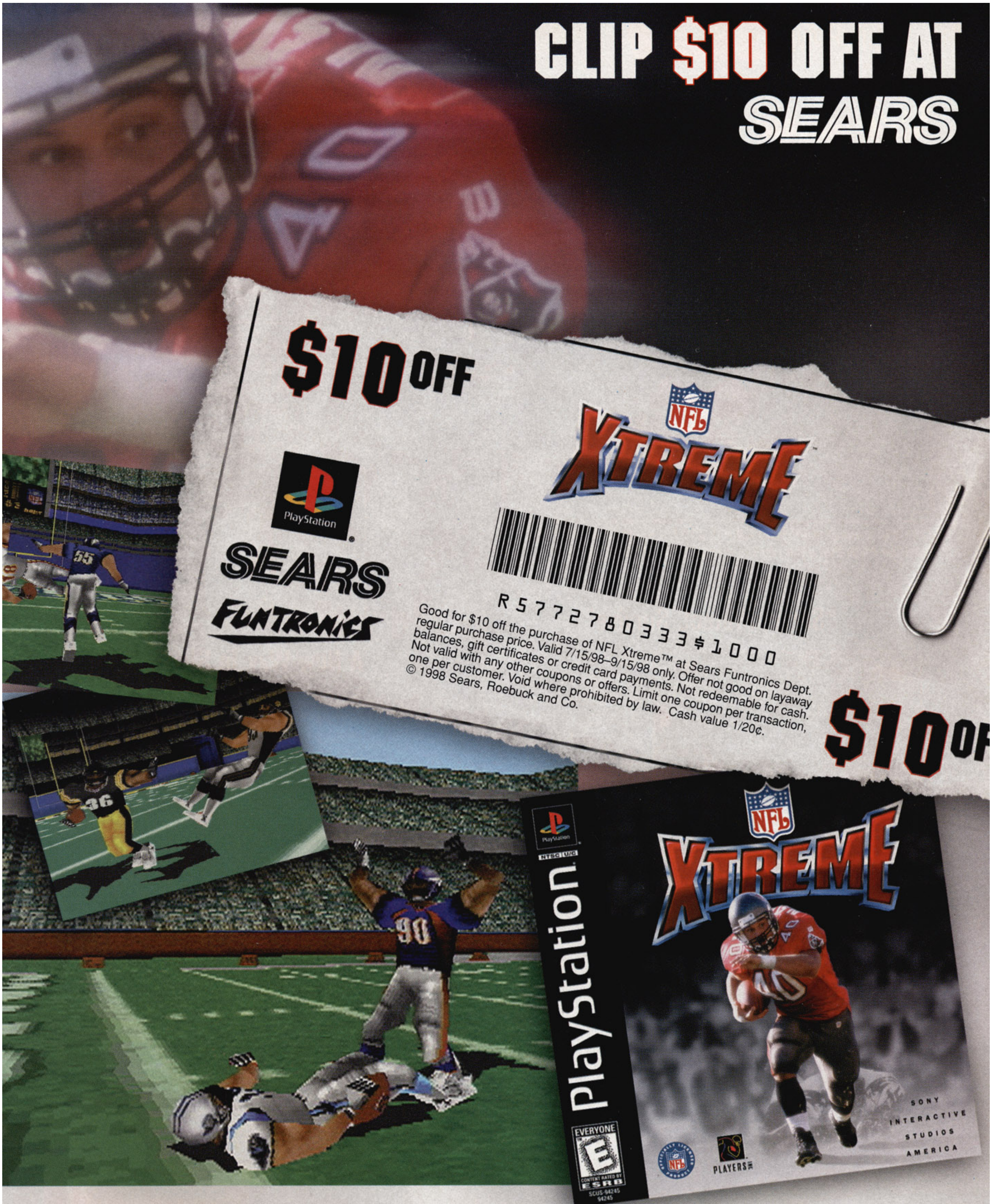
As you might expect, Rush America will feature plenty of wild and dangerous shortcuts—on the Honolulu track alone, you'll find an alternate beach route, a leap over a huge pit of lava and spikes, a placid pathway through a cornfield, and a death-defying stone-skip across two aircraft carriers.

Rush America has the same basic engine as its predecessor, but Midway promises a few new features, like a body shop where you can fix your damaged vehicle. Rush 2 has a lot to live up to, but judging by the videotape we saw, the game's off to a strong start.

Note: All screens were taken from videotape.

Developed by Atari Games
Published by Midway Home Entertainment
Available Fourth Quarter '98

40% COMPLETE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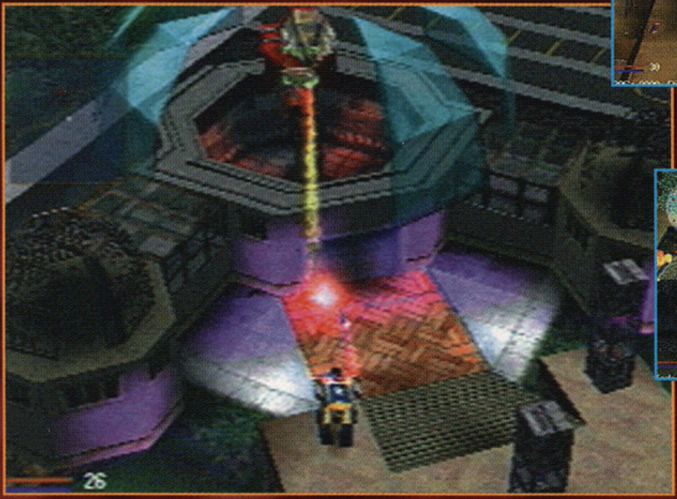
L.A.P.D. 2100

PlayStation

By Major Mike



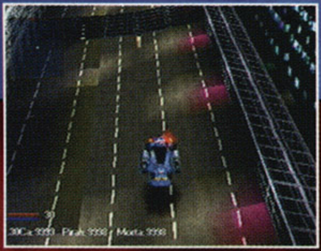
Take a bite out of crime with L.A.P.D. 2100, a mech-style action game from the team that gave you the chopper-based Strike series.

Police Story

In the year 2100, gangs rule the streets and have completely overrun Los Angeles (whaddya mean, in the future?). To help battle the growing lawlessness, the police department uses walking mechs that are armed to the teeth: Think of the ED-209 robot from the movie *RoboCop*, and you'll get the idea.

"Serve, Protect, Survive"

Your vehicle can arm itself with over 30 weapons, most of which are found scattered throughout each level. In addition to "walking mode," your mech can transform into a hovercraft for increased speed. In the gameplay department, L.A.P.D. features three modes of play: a one-player Story mode and two two-player games (head-to-head and cooperative) that both use a split-screen view.



A New Way To Strike

In the Story mode, L.A.P.D. features 12 levels, each crowned by an end boss. Like those in the Strike games, the missions are long and have multiple objectives. Combat zones include a plethora of locations that range from heavily populated urban areas to aqueducts on the outskirts of town. The stage geography is vital for any strategy you may use: In some instances, you'll have to use long-range weapons that can vault missiles up and over tall structures.

Developed and published by Electronic Arts
Available Fall '98

60% COMPLETE

S.C.A.R.S
Hairdoo ala Turbo
Acute Retinal Burning (just an excuse to wear rad shades)
Lock-Jaw
Dislocated shoulder
Wears "standard issue" race gear 24 hours a day
Ubi Soft ENTERTAINMENT
Blistered Raw Nub
S.C.A.R.S Elbow (Tendonitis)
01:22:88
6TH
1/4
00:45:56
8TH
1/4
00:33:32
6TH
1/4

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PlayStation®

NINTENDO64

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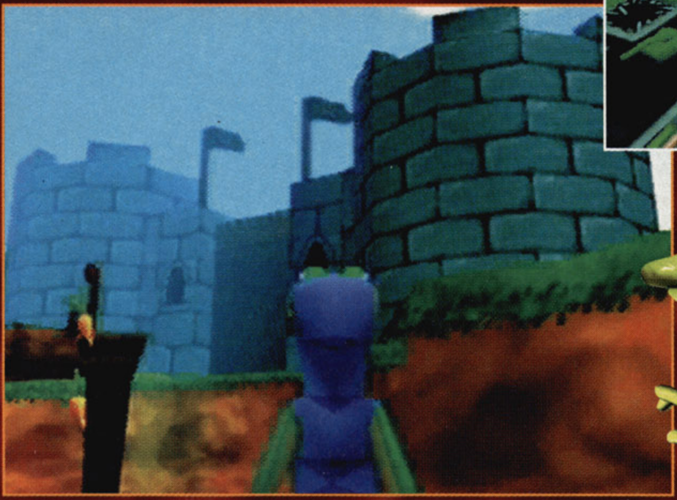
Gex: Enter the Gecko

Nintendo 64

By Major Mike

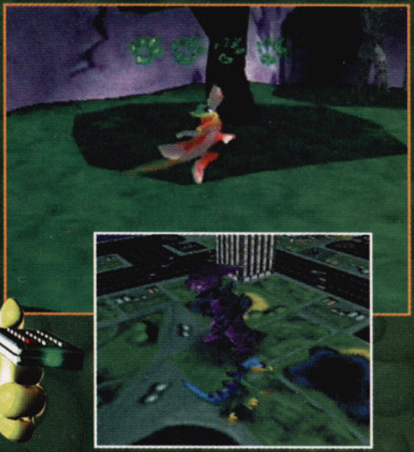


Fresh from its PlayStation debut, Gex returns to the platform-gaming scene with an N64 version sporting graphics that are leaps and bounds ahead of its PlayStation predecessor.

Got Gex?

Unlike the first Gex game, which featured side-scrolling 2D action, Enter the Gecko throws Gex into the third dimension. In addition to Gex's tongue-lashing and tail-snapping skills, he can also look 360 degrees and choose from several camera angles. This "visual flexibility" is especially helpful for spotting concealed items, several of which are essential for unlocking hidden stages.

As Good As It Gex



Everyone's favorite sharp-tongued gecko is coming to the Nintendo 64. So what's new about this Gex? Graphics, for one thing. Thanks to the N64's visual power, you can forget about problematic "big pixels" and distorted images. This Gex looks like a 3D-accelerated version. But the biggest question is: How will Gex's voice and other sounds fare in the transition from CD to cart?

No Gex Is a Bad Thing

Again, Gex braves the perils of TV land to battle his arch-enemy, Rez. All the stages are takeoffs on television shows (like *Cops*), or popular movies (like *Star Wars*). One stage even has Gex decked out like Godzilla when he battles Rez in a small city. Gex also changes his attire depending on the level: In one stage he dons a rabbit suit, and in another he dresses up for some Saturday Night Fever.

Developed by Crystal Dynamics
Published by Midway Home Entertainment
Available August

90% COMPLETE

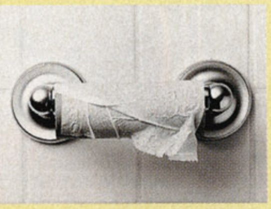
GETTING TO TARGET FOR THE LATEST GAMES.

Tried and True Method No. 7

We Need T.P. A.S.A.P.

STEP 1

Hide or destroy all the toilet paper in the house.



STEP 2

Ask Mom to make Mexican food for dinner.

STEP 3

Wait for appropriate time, then suggest trip to Target for toilet paper.

NINTENDO 64
MORTAL 4 KOMBAT
MIDWAY
PlayStation
MORTAL 4 KOMBAT
MIDWAY
MATURE
M
ESRB

When you walk into Target and you wander over to the video games and you see N64 Mortal Kombat for just $^{\$}49^{99}$, or the PlayStation version for $^{\$}39^{99}$, you'll wonder why you didn't think of this sooner.

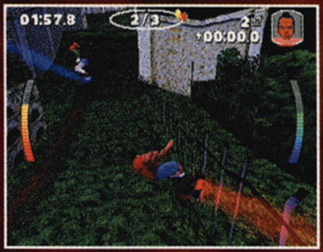
Get into the game.

TARGET
EXPECT MORE. PAY LESS.

FIRST LOOK

Streak

PlayStation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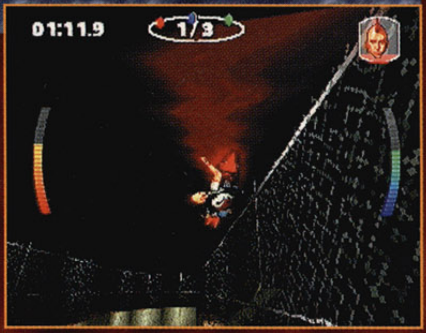
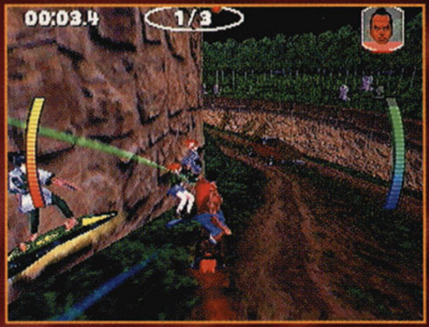


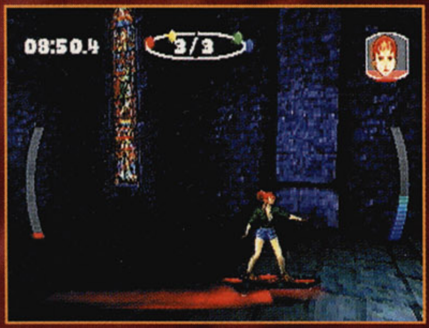
You wanna Streak? Okay, think snowboarding…without the snow. Throw in an underground competition, a hush-hush conspiracy, and some experimental technology, and you have the makings for the latest 3D racing game from Single-Trac, the folks behind Jet Moto.

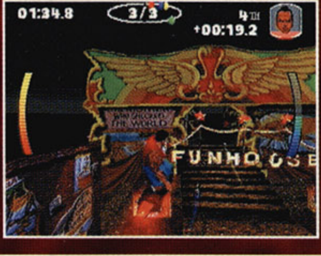


Streak combines elements of surfing, skateboarding, and snowboarding, and places them in a framework of total racing freedom. The game features high-tech, gravity-defying boards called GEMBlades, which are routinely tested in super-secret stunt races. An elite group of the 10 best riders gets to compete on the game's 13 tracks…but who's testing this technology, where did it come from, and why are the contestants being catalogued and ranked? Only if you become the hottest Streaker will you be able to solve the mystery.—*Bad Hare*

Developed by SingleTrac
Published by GT Interactive
Available November

60% COMPLETE

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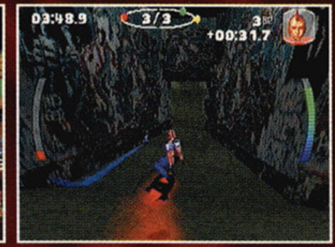
FUNHOUSE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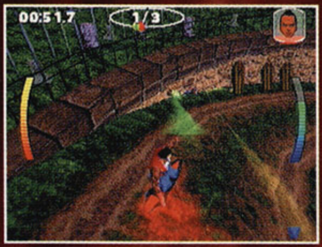
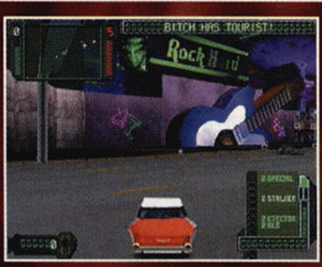
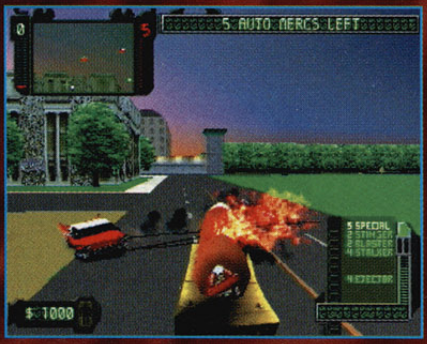


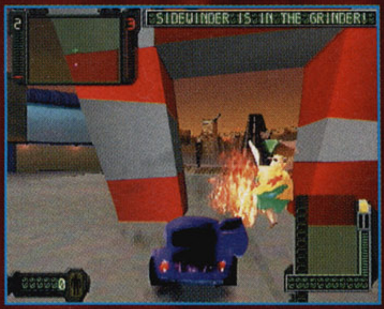
FIRST LOOK

Rogue Trip

PlayStation


BITCH HAS TOURIST!
Rock Hard


5 AUTO MERCS LEFT
$ 1000

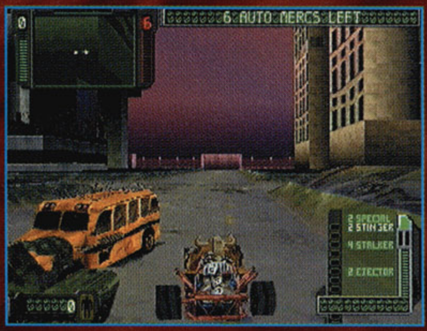

SIDEWINDER IS IN THE GRINDER!

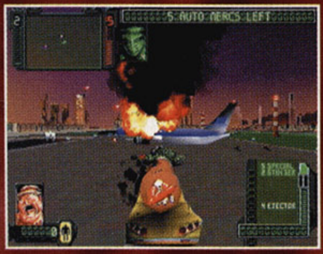
The developers of Twisted Metal are revving up for a third round of car combat—without the Twisted Metal name they helped establish. Rogue Trip takes the Twisted Metal 2 engine, boosts its performance, and adds some new wrinkles to the familiar theme of vehicular violence.

As an automercenary—that is, one of a dozen heavily armored taxi drivers piloting a wacky car like an ambulance or a giant hot dog—you'll zoom around, searching for tourists to chauffeur to photogenic spots, while at the same time fending off enemy drivers who would love to steal your fare by setting your car on fire. It's a novel idea, but with Vigilante 8 and Twisted Metal 3 already crowding the lot, will Rogue Trip and its flaming wieners have a place to park?—*Bad Hare*

Developed by SingleTrac
Published by GT Interactive
Available October

60% COMPLETE


6 AUTO MERCS LEFT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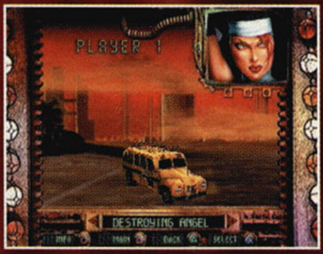
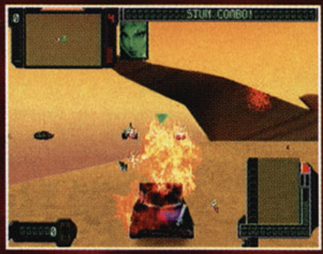
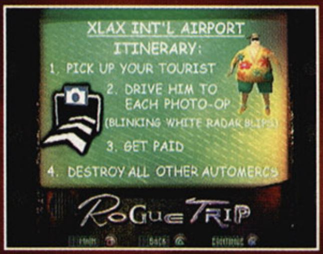

PLAYER 1
DESTROYING ANGEL



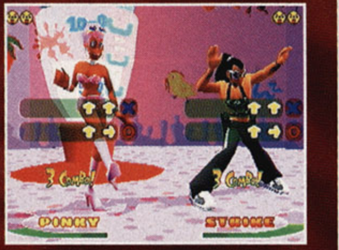


XLAX INT'L AIRPORT
ITINERARY:
1. PICK UP YOUR TOURIST
2. DRIVE HIM TO EACH PHOTO-OP (BLINKING WHITE RADAR BLIPS)
3. GET PAID
4. DESTROY ALL OTHER AUTOMERCS

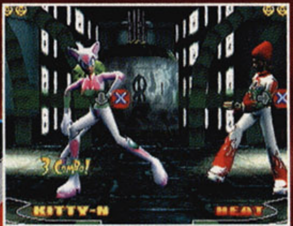
Bust A Groove

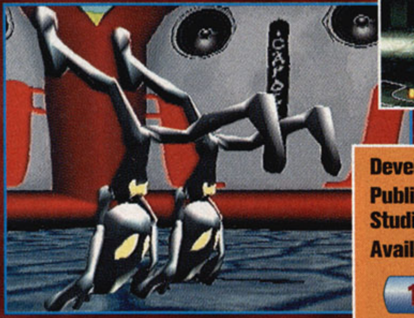
OVERSEAS

PlayStation



If you enjoyed PaRappa the Rapper but the flat graphics left you cold, check out the dance-crazed Bust A Groove. This multiplayer game shares PaRappa's sequential button-pressing gameplay, but adds infectious music and realistically rendered graphics. Characters dance with outstanding motion-captured moves to 12 tunes ranging from techno to disco. Released in Japan under the title Bust A Move, Bust A Groove's finally been picked up by Sony for a Christmas release. The buzz on the game is definitely building.—*Miss Spell*



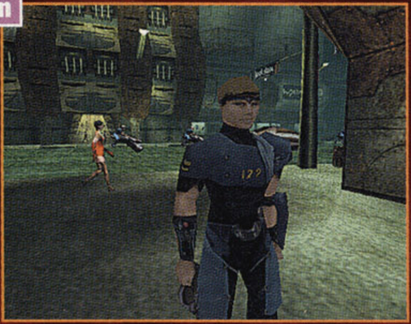


Developed by Metro
Published by Sony Interactive Studios America
Available December
100% COMPLETE

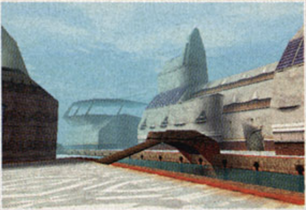
Omikron

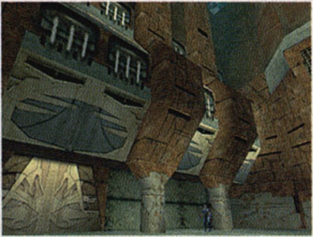
FIRST LOOK

PlayStation



The domed city of Omikron is battling evil forces intent upon stealing its inhabitants' souls, and you must save the day in this impressive-looking 3D action/adventure game. Real-time combat and interaction within the city create an appealing game scenario, while the intriguing "virtual reincarnation" allows you to move directly into the body of another character after your current one dies. The engrossing story line and real-time 3D environments will hopefully warrant the attention of gamers. —*Dr. Zombie*



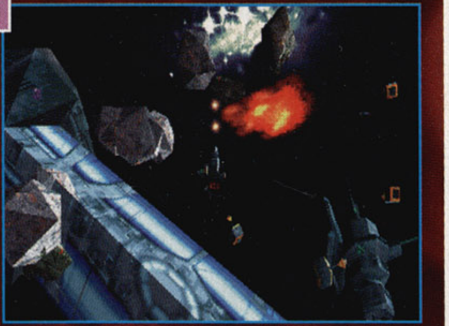


Developed by Quantic Dream
Published by Eidos Interactive
Available December
50% COMPLETE

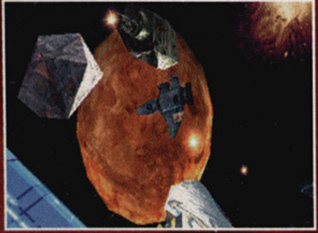
Asteroids

FIRST LOOK

PlayStation



Rock 'n roll with rolling rocks in this update of Atari's classic space shooter. Once again, you pilot a spaceship stranded in a field of asteroids, and the only way to survive is by blasting the rocks to bits—which only increases the danger. But this is not your father's Asteroids by any means; the challenge has been upped with impressive 3D graphics, new space hazards, and more gameplay options than just sit-and-spin. Rock on!—*Dan Elektro*



Developed by Quickdraw Developments
Published by Activision
Available Christmas '98
20% COMPLETE

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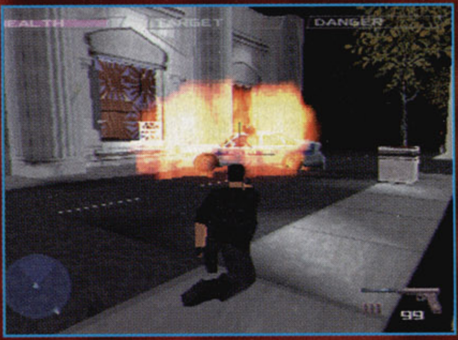
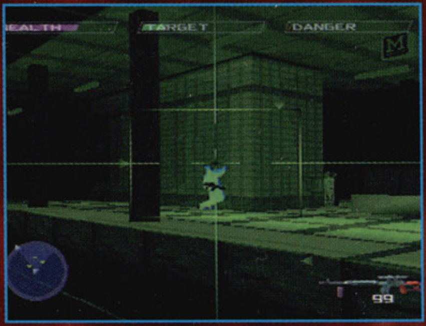
Syphon Filter

PlayStation





Admit it: GoldenEye always looked cool to all you PlayStation owners. Luckily, Syphon Filter might just save your day with its promising espionage-themed action. Yeah, the game's name is pretty feeble, but the premise seems charged with adrenaline: You play as a secret agent battling terrorists intent on attacking the U.S. with lethal viruses. The combat-intensive gameplay goes down in a third-person view, but you can also switch to a slick sniper view, replete with green night vision. Armed from a selection of 20-plus weapons and equipped with cool toys like a silencer and a flashlight, you save the day in missions set in subways, military bases, and elsewhere. If this hot prospect lives up to its potential, you'll finally be able to get over that GoldenEye envy.—*Air Hendrix*

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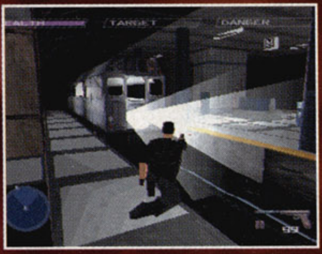
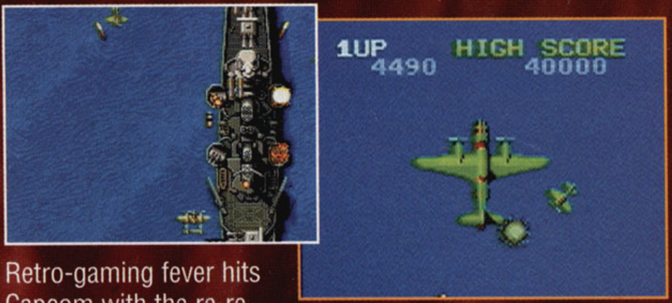


Developed and published by Sony Interactive Studios
Available November
50% COMPLETE

Capcom Generations—1942 Series

PlayStation



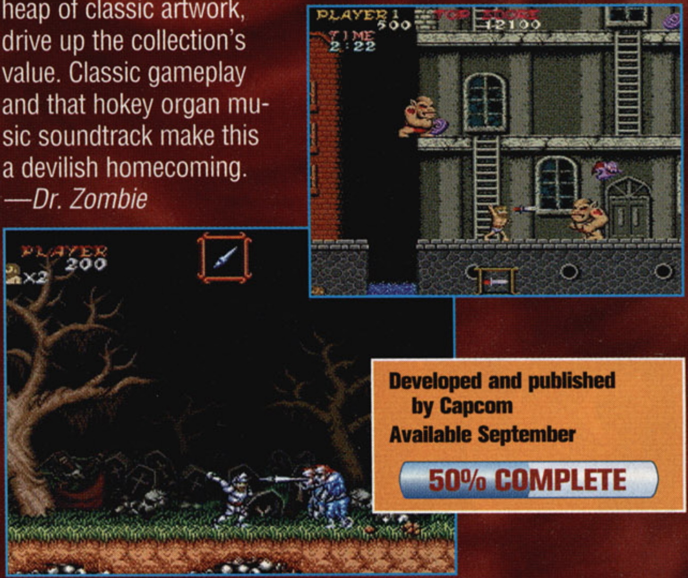
Retro-gaming fever hits Capcom with the re-release of some of the company's major arcade and home classics. This volume revisits the frenzied shooter action of the 1942 series with perfect arcade translations of 1942, 1943, and 1943 Enhanced, offering over 50 stages of vertical-scrolling action that looks, sounds, and plays exactly as you remember. Additional features, like dual-analog compatibility and a gallery of classic posters and illustrations from the series, embellish the retro gameplay.—*Dr. Zombie*

Developed and published by Capcom
Available September
50% COMPLETE

Capcom Generations—Ghouls 'N Ghosts Series

PlayStation

The little knight's still at it, battling endless waves of ghosts, demons, and zombies in this collection. The entire 16-bit Ghouls 'N Ghosts trilogy—Ghosts 'N Goblins, Ghouls 'N Ghosts, and Super Ghouls 'N Ghosts—is faithfully presented on one disc. The fast-paced, side-scrolling action of the 20-plus stages still rocks, while new additions, such as dual-analog compatibility and a heap of classic artwork, drive up the collection's value. Classic gameplay and that hokey organ music soundtrack make this a devilish homecoming. —*Dr. Zombie*



Developed and published by Capcom
Available September
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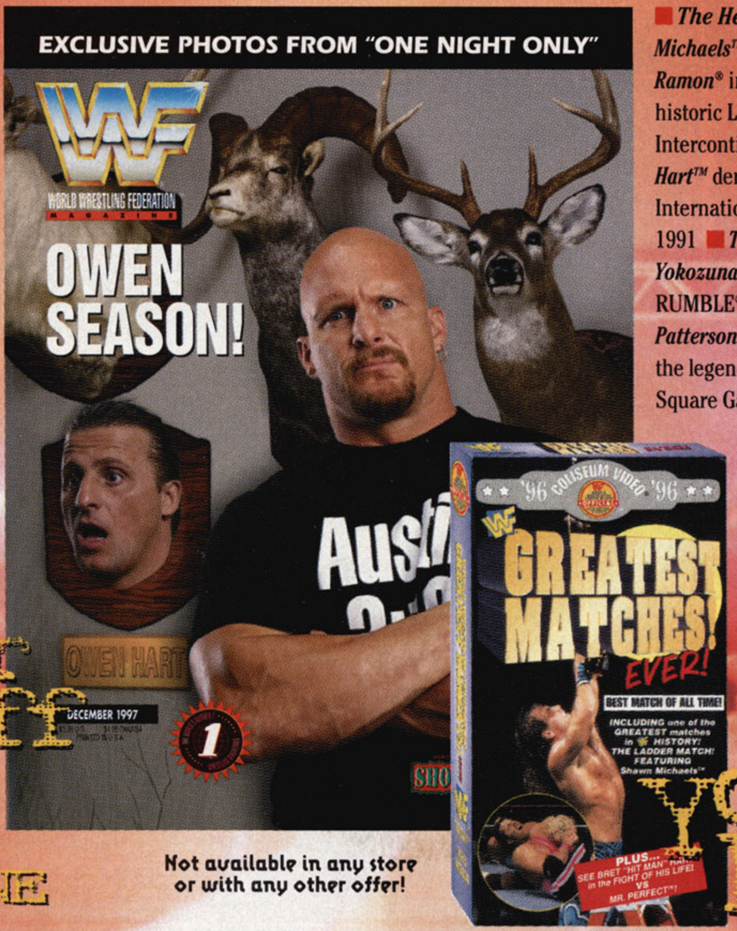
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PlayStation

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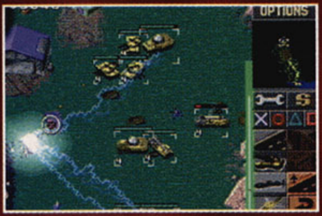

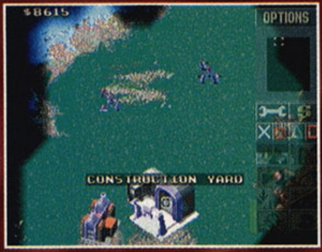
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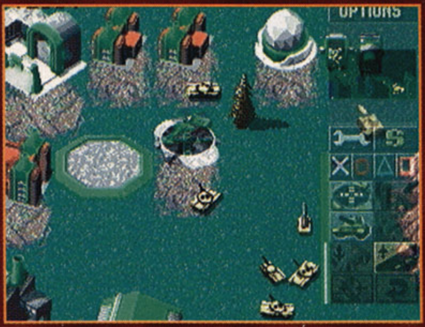
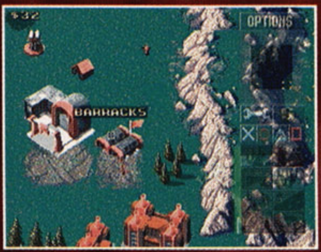


Command & Conquer is ready to wreak more havoc on the PlayStation with another round of real-time strategy mayhem. Retaliation features over 30 one-player missions for Soviet and Allied Forces in a battle for control of Europe at the height of the Cold War. The version previewed here had intense combat and excellent visuals. One of the strongest features is the multiplayer Skirmish mode that allows you to choose from over 100 combat terrains and to command two extra armies (Germany's and England's). The controls were a breeze using the PlayStation mouse, but barely manageable with the control pad. The only things A.W.O.L. were the cinema cut-scenes and access to the hidden game, It Came From Red Alert; otherwise, Retaliation looks fit and ready for PlayStation duty. *—Major Mike*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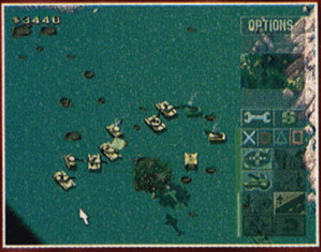
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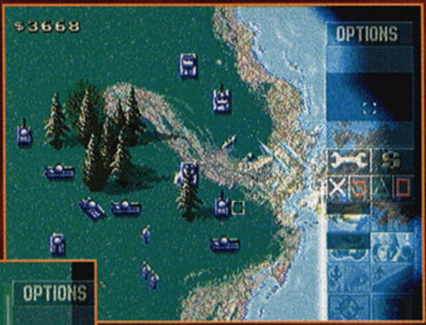
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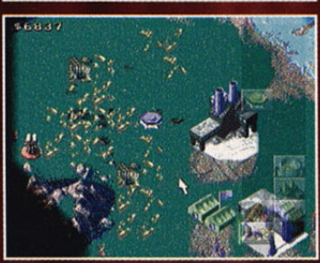
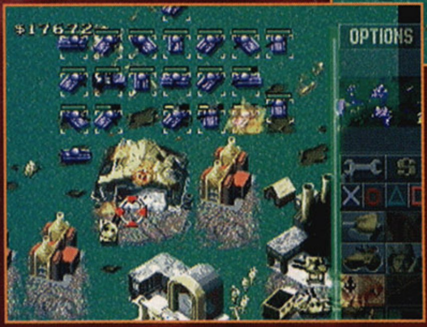
Developed and published by Westwood Studios
Available August
90% COMPLETE

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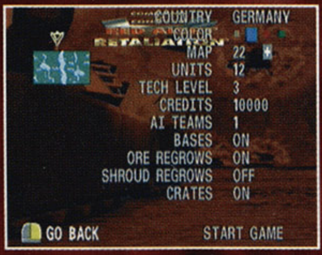
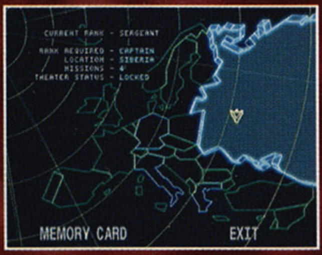
OPTIONS



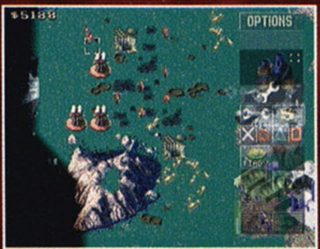
COUNTRY GERMANY
COLOR
MAP 22
UNITS 12
TECH LEVEL 3
CREDITS 10000
AI TEAMS 1
BASES ON
ORE REGROWS ON
SHROUD REGROWS OFF
CRATES ON

GO BACK
START GAME



CURRENT RANK - SERGEANT
RANK REQUIRED - CAPTAIN
LOCATION - SIBERIA
MISSIONS - 4
THEATER STATUS - LOCKED

MEMORY CARD
EXIT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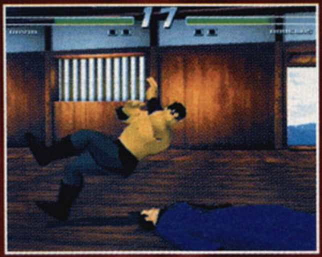
OPTIONS

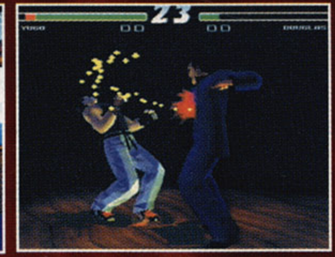
FIRST LOOK

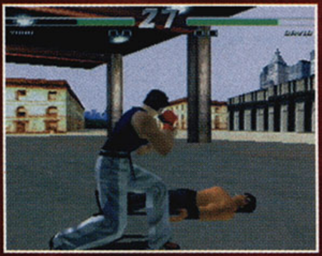
Kensei—Sacred Fist

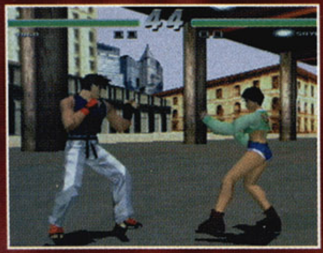
PlayStation

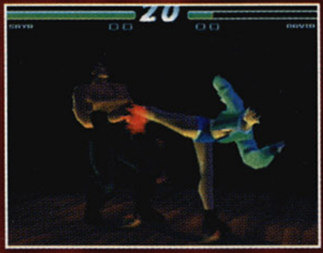
Kensei, Konami's first fighting game for the PlayStation, includes unique features and 20 fighters. The controls have not only the usual kick, punch, and throw capabilities, but also an unusual move: The "redirection technique," which allows you to block an incoming attack and then to immediately counterattack. Kensei also has a high frame rate for super-smooth graphics. Can Kensei compete in the same ring as Dead or Alive, Rival Schools, and Tekken 3? Find out this winter. *—Major Mike*



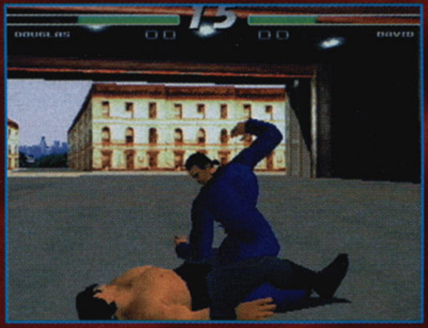








Developed and published by Konami
Available Fourth Quarter '98
30% COMPLETE


DOUGLAS
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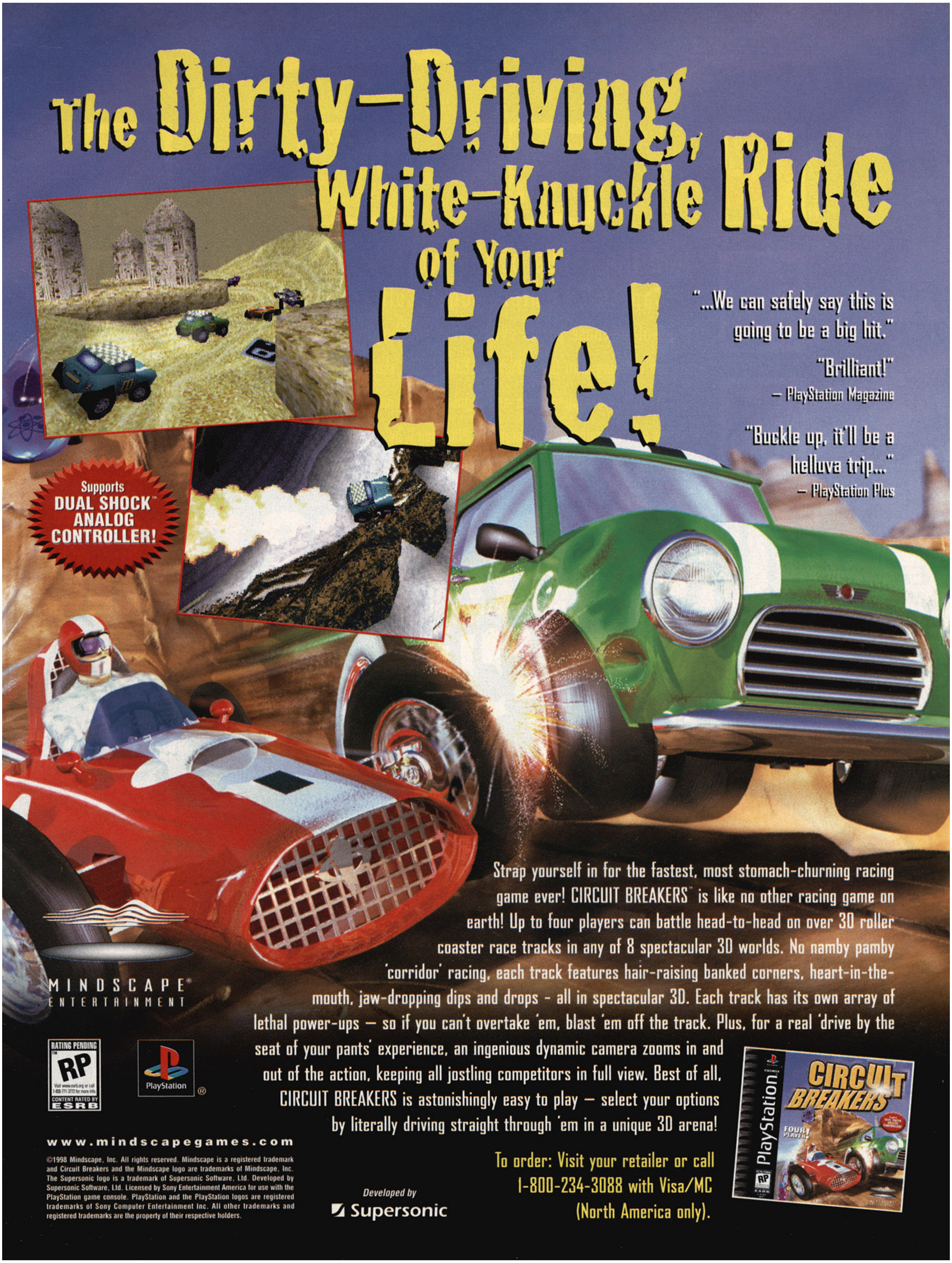
DAVID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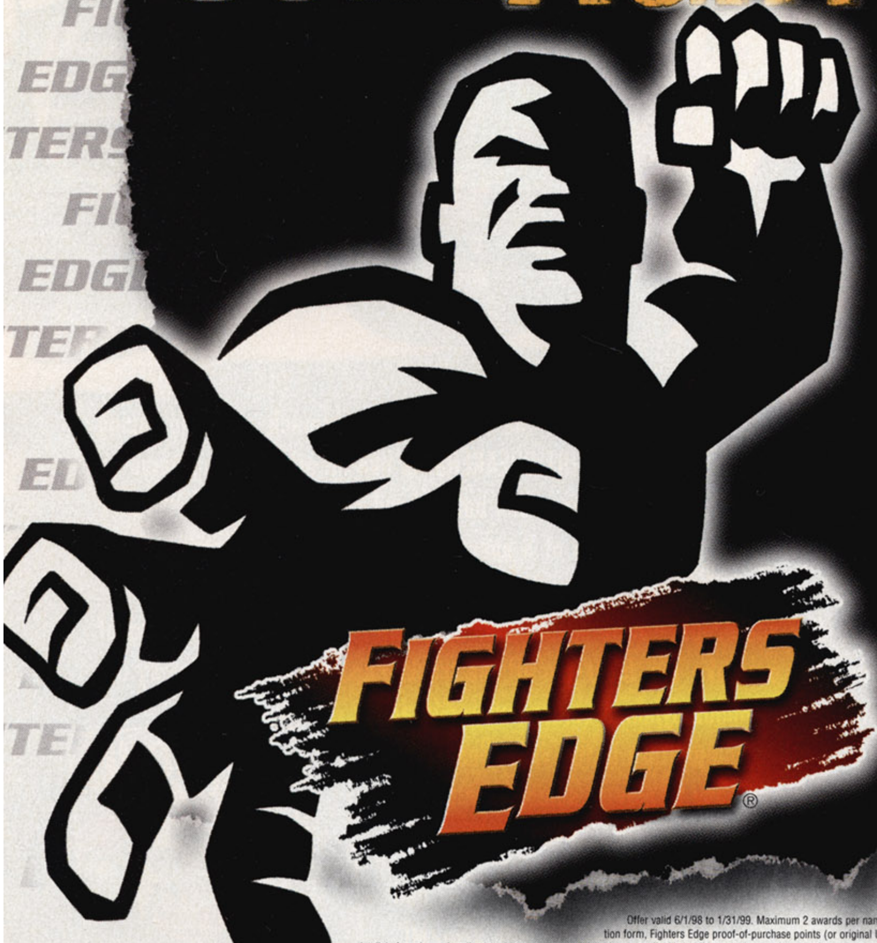
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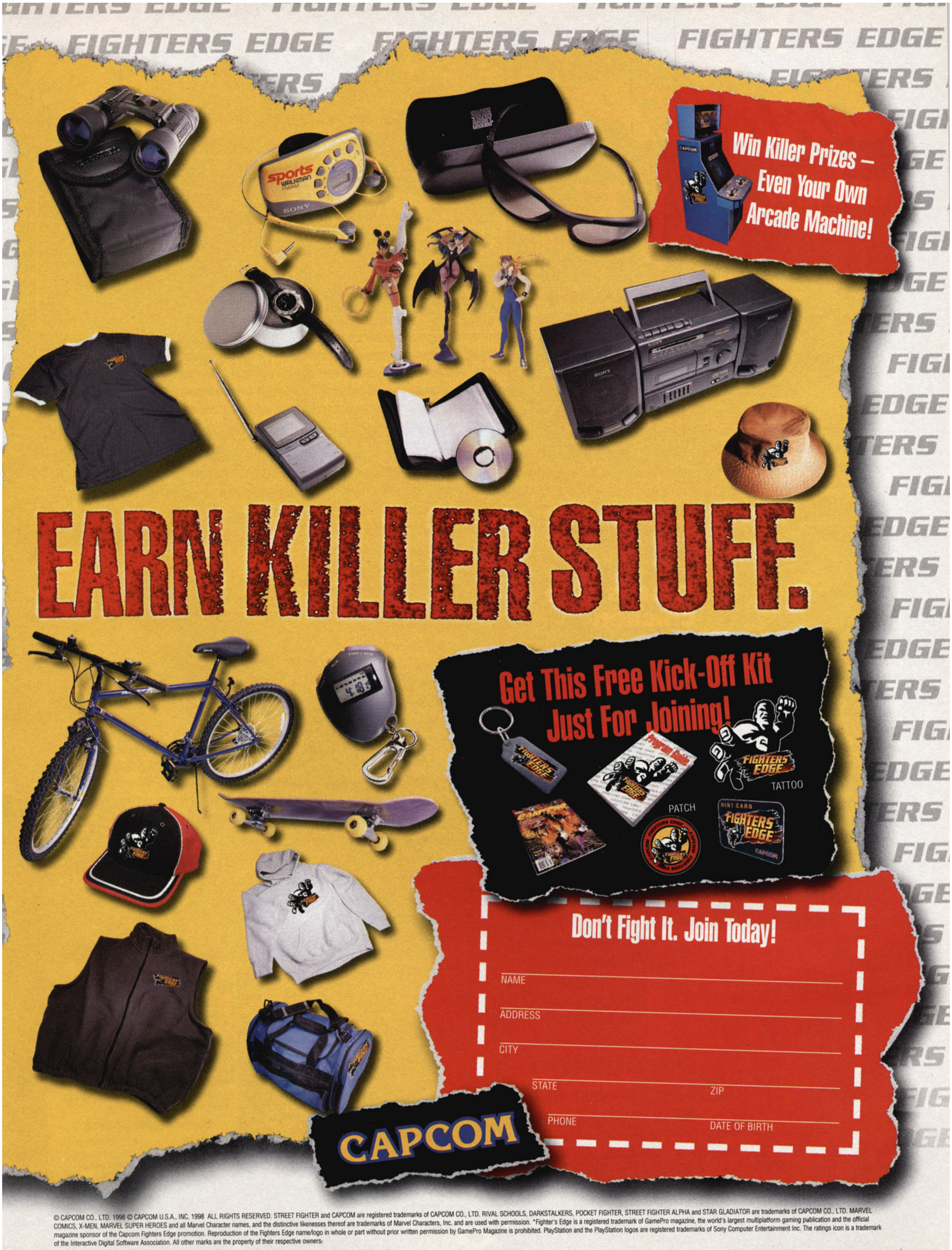
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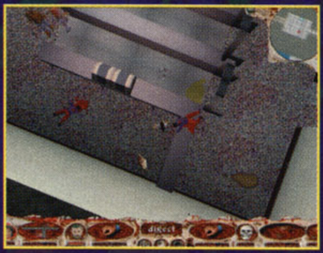
PC GamePro REVIEW

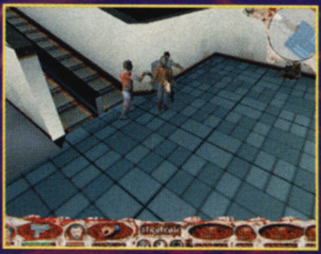
Win 95

By Boba Fatt

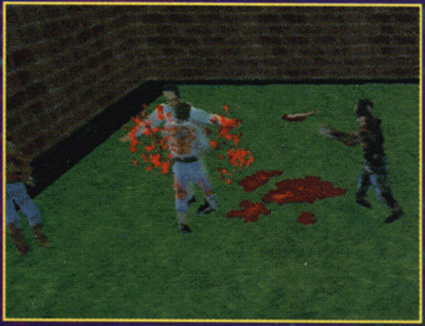
Flesh Feast



PROTIP: Group your characters together for easier manageability. If they're spaced out, you can't see zombies coming.

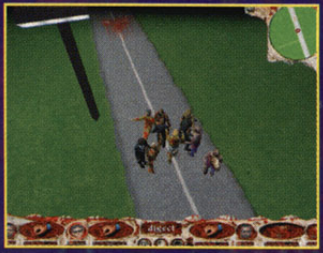


PROTIP: The direct mode of control is slow and awkward, and it takes your attention from the other characters, so avoid combat to stay in a strategic mode.



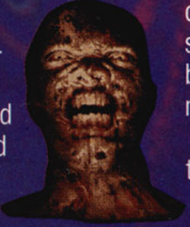
PROTIP: If you get in a zombie's line of sight, they'll pursue—but they'll give up once they can't see you. Turning corners is always a benefit.

No doubt trying to capitalize on the popularity of the Resident Evil franchise, SegaSoft unleashes Flesh Feast, a disappointing zombie romp that suffers from a complete lack of identity. Is it a real-time strategy game? Is it a third-person adventure game? Is it a multiplayer Bomberman–style thinking game? Nope—it's an overblown puzzler trying to cash in on a trend, and it's a terribly frustrating one at that.

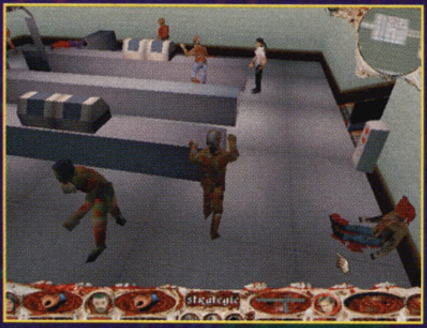


PROTIP: Pick up weapons for each character as soon as possible. If you can't find anything, position defenseless characters near armed ones.

Tastes Like Chicken



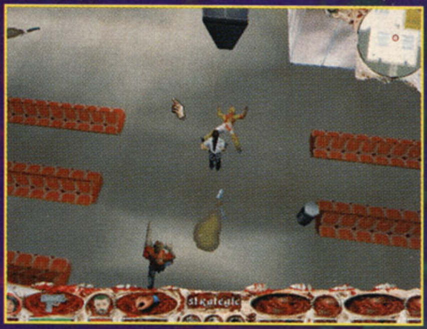
In Flesh Feast, you simultaneously control up to four players who are stranded in a zombie-infested area. Your goal is to keep your characters away from the undead while finding crucial items and hauling tail to the exit. Of course, those wacky zombies like to eat brains, so they're trying to munch on your folks. You'll have to jump back and forth between your characters like a clown spinning plates to keep them all alive. If this sounds overly frustrating, well…it is. If the controls were devised better, there might be a really engaging strategic challenge here. Instead, two separate control systems require switching on the fly—and the characters are sluggish to respond anyway. Flesh Feast is a chore to play, and frustrating after five minutes of effort.



PROTIP: Use the map early and often to situate your characters in the sector. Be sure to stick by the characters that are closest to the brain-eaters.

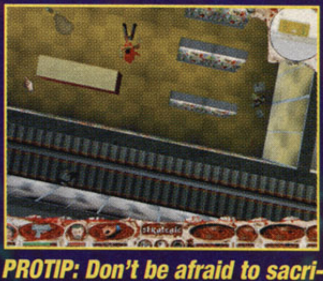
Feast for the Eyes

Flesh Feast's 3D-accelerated graphics offer well-detailed characters with fluid animation, but, unfortunately, they're stuck in empty, bland environments. And although it's a nice touch, the ability to control the camera is useless because only one of the views gives you any line of sight. The CD-based techno-pump music is a highlight, however, and the in-game sound effects, which range from screaming to munching to splatting, are a gory treat. Flesh Feast's tastiest morsels are the intensely graphic cinematics, which should not be viewed by anybody prone to nightmares.



PROTIP: Whenever possible, run instead of fighting. Combat will slow you down, and your other characters will become zombie lunch while you're distracted.

The game's multiplayer modes allow you to control humans or zombies and to face off against one another. SegaSoft has built its online match-up service, HEAT.net, into the game and offers three free months to purchasers. Very few games with such a weak single-player mode find enough takers to create an online community, however, so don't expect to find a lot of competition. Unfortunately, this Flesh Feast will leave you with plenty of room for dessert. G



PROTIP: Don't be afraid to sacrifice some characters to complete the mission. Zombies can eat only one person's brains at a time.

Flesh Feast by SegaSoft

Graphics	Sound	Control	Fun Factor
3.5	4.0	1.0	2.0

$47.99
Available now
Action/strategy
8 players
14 levels

Multiple views
Replay value: Low
Challenge: Advanced
ESRB rating: Mature

Minimum System Specifications

- Windows 95
- Pentium 133
- 16 MB RAM
- 4X CD-ROM drive
- DirectX video & sound cards

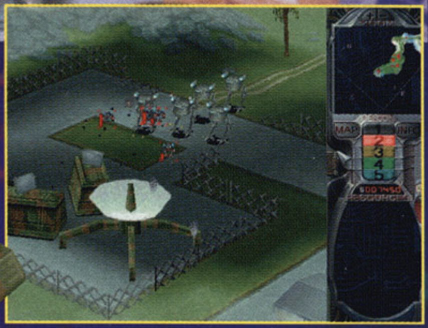
PC GamePro REVIEW

Win 95

By Boba Fatt

WarGames

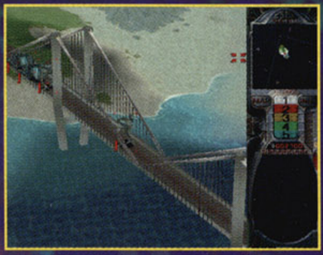
In WarGames, the power-hungry WOPR computer from the classic hacker film of the same name is manufacturing robotic minions to seize control of the world's nuclear capabilities. It's up to the human NORAD forces to stop them in this real-time strategy title that could use some gaming lessons from Dr. Falken.



PROTIP: In the second WOPR mission, your agent can find the location of the nuclear base information from NORAD Com Sat—but watch out for nearby ambushes!

How Do You Feel?

WarGames' nicely detailed 3D landscapes are treaded by fearsome if not overly familiar units (someone repeatedly raided the MechWarrior cabinet). Excellent explosion effects make the in-game action compelling, and they're complemented by the pounding shrieks of war and cool character voices. Fans of the movie will love the ominous trademark voice of the WOPR during the menu screens.



PROTIP: Tight passages like these can be tough with the clumsy A.I. of your units. To make the best of it, click them across individually rather than in groups.

Whopping A.I. Flaws

WarGames, however, stumbles badly in gameplay. The poorly devised interface is a constant problem: Why must players click on individual units to form groups, rather than drag a cursor? Clumsy, too, are the units, which group behind one another in battle, cutting off their own lines of fire or stumbling stupidly on the terrain. WarGames is also light on the extras: For instance, there isn't even a campaign editor.

WarGames is a competent strategy game, but it simply can't hang with the stars of the genre (like Myth and Total Annihilation), which offer far superior gameplay and better options. This WOPR's whipped. **G**

WarGames by MGM Interactive

Graphics	Sound	Control	Fun Factor
4.0	4.0	2.0	2.5

Price not available
Available now
Real-time strategy
2 players
Adjustable overhead view
Challenge: Intermediate
Replay value: Medium
ESRB rating: Teen

Minimum System Requirements

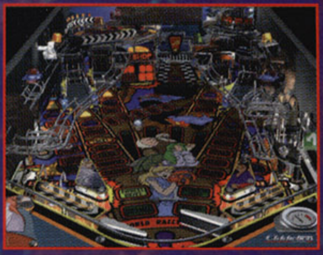
- Win 95
- Pentium 90
- 16 MB RAM
- 16 MB HD space
- 2 MB SVGA PCI video card
- 4x CD-ROM drive
- 16-bit sound card

PC GamePro REVIEW

Win 95

By Dan Elektro

Addiction Pinball



PROTIP: On Rally Fever, watch the tach on the right, near the plunger; when it's in the red, you'll shoot with more power.

It seems like every new PC pinball game raises the standard for realism. Addiction Pinball goes even further, however, making it difficult to even remember what pinball games were like before this title came out.

It's not the features, which consist of the standard nudges, multi-balls, dot-matrix displays, and crisp controls, that make this game shine—it's the style in which they're presented. With four views in high resolution and color depth, AP looks better than any pinball game ever created, right down to the reflections on the silver ball itself. There are only two tables, but they're expertly created, featuring many sub-challenges and an appropriate CD soundtrack. One word sums up this game: Wow. **G**

Addiction Pinball by MicroProse

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	4.5

$39.95
Available now
Pinball sim
1 player
4 angles
Challenge: Adjustable
Replay value: High
ESRB rating: Everyone

Minimum System Requirements

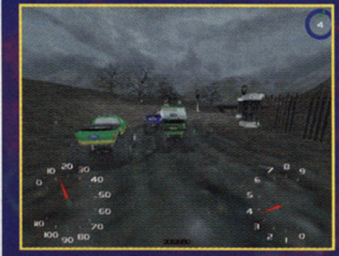
- Win 95
- Pentium 75
- 16 MB RAM
- SVGA
- 2x CD-ROM
- DirectX 5.0
- Sound card

PC GamePro REVIEW

Win 95

By Boba Fatt

Monster Truck Madness 2



PROTIP: In The Graveyard, take a due right after the fifth checkpoint and off-road over the hill for a shortcut to the finish line.

Monster Truck Madness, the surprisingly addictive redneck off-road rampage, is back with a sequel featuring more metal-crunching glory and improvements to virtually every aspect of the first game.

In addition to the 11 original monster rigs, MTM2 offers 9 new trucks, including 4 based on WCW and NWO stars. There's also more variety in announcer Army Archerd's commentary (although he still gets repetitive inside a single race) and support for force feedback, adding shock to your rock. The most impressive improvement, however, is MTM2's 3D-hardware support. The textures often seem too smooth for the terrain, but the cars are nicely detailed and reflect their punishment appropriately.

If you're a monster masher yearning for "Sunday! Sunday! SUNDAY!" Monster Truck Madness 2 is your brew. **G**

Monster Truck Madness 2 by Microsoft

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.0

$49.95
Available now
Racing
8 players
Multiple views
Force-feedback support
Challenge: Intermediate
Replay value: Medium
ESRB rating: Everyone

Minimum System Requirements

- Win 95
- Pentium 133
- 16 MB RAM
- 30 MB HD space
- 4x CD-ROM drive

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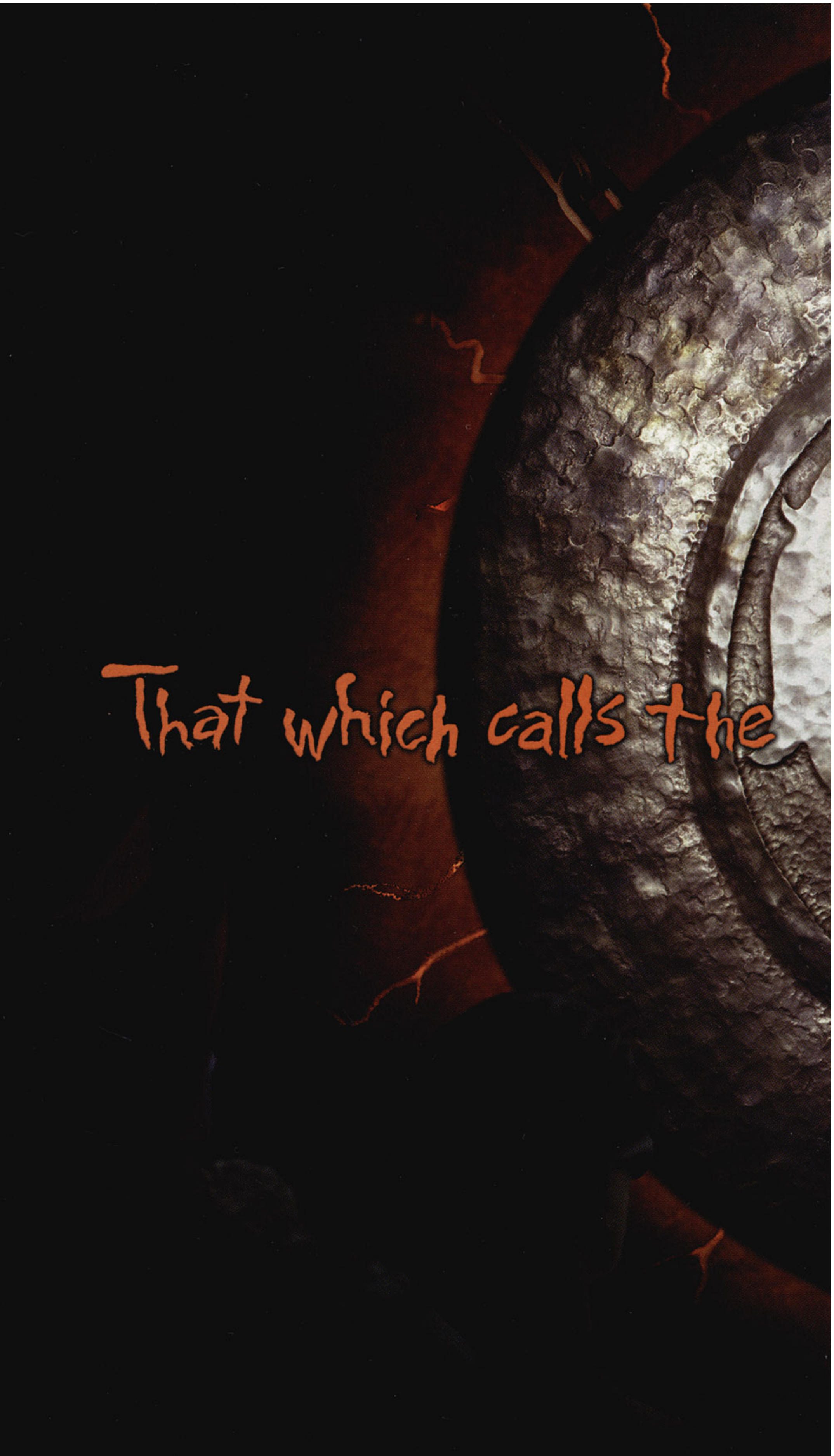
Left Thumb
Left Finger A
Left Finger B
Left Finger C
Left Finger D
FightingForce64

WINS: 00
RAIDEN
99
WINS: 00
LIU KANG

WINS: 00
SONYA
99
WINS: 00
RAIDEN

WINS: 00
QUAN CHI
99
WINS: 00
SUB-ZERO

WINS: 00
99
WINS: 00


That which calls the

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NINTENDO64

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MATURE
M
CONTENT RATED BY
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warriors summons the vultures.
MORTAL 4 KOMBAT
Darkness is calling.

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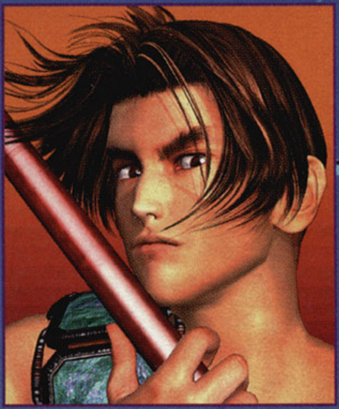
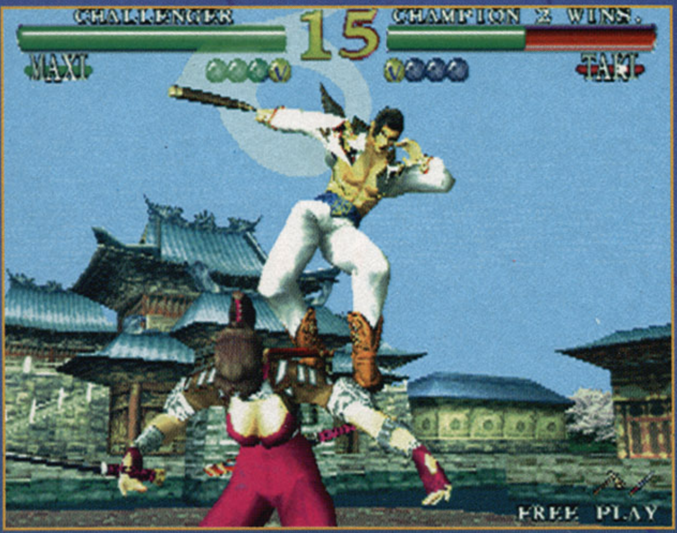
Hot at the Arcades



SOULCALIBUR

Soul Calibur (the sequel to Soul Edge) is the hottest arcade fighting game since Tekken 3, and brawlers are buzzing for the latest info. *GamePro* recently took a trip to Namco to bring you the scoop so far.

By Johnny Ballgame



Soul Calibur's intricate gameplay, smooth graphics, and vicious weapon battles will make it one of the top arcade games of 1998!

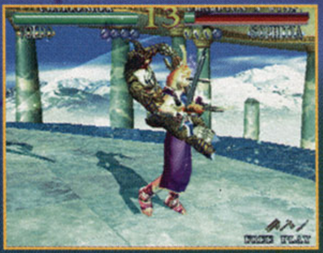
Namco's most aggressive fighting game ever is only 60 percent complete, but it already packs the gameplay punch that fighting-game fans freak over. In fact, Soul Calibur's awesome depth, cool visuals, and fun gameplay should have arcades across the country jumpin' all summer long.

Over the Edge

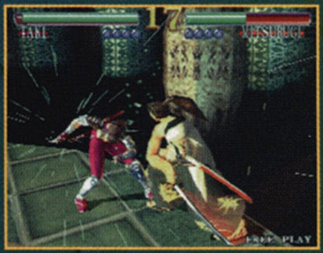
The biggest difference between Soul Calibur and Soul Edge is the overall depth of SC's gameplay. Fighters are now able to alter the speed, power, and area of their attacks in mid-move: For example, if you constantly pound your opponent with the same high-low attack, and you think he's finally about to block your move, you can change your move into a high-high or high-medium attack after having initiated your first attack. Or, if your opponent is showing block early, you can cancel your move entirely and switch to an unblockable lightning strike that could literally surprise him to death.

Another gameplay improvement over Soul Edge is the increased amount of Stagger Blocking: Attacking players can now knock a blocking player off balance, then set up for an additional move. This tactic rewards offensive-minded players and forces guard-happy warriors to either fight first or get pounded.

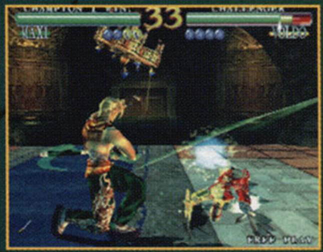
Like Tekken 3, Soul Calibur is more stance oriented than Soul Edge. A number of characters, like Mitsurugi and Nightmare, flow from stance to stance (like Lei) performing a variety of powerful sword slices and stabs to cut and clobber their opponents.



Nightmare stabs Sophitia in the back using the Soul Edge.

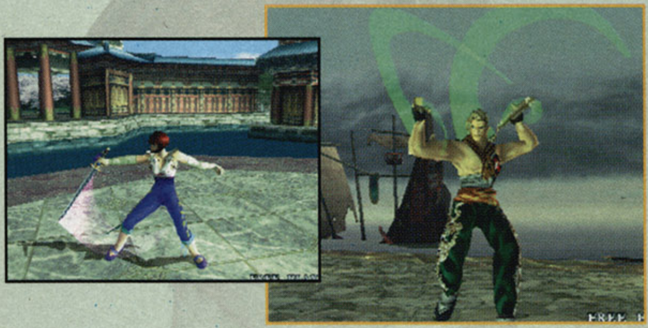


Mitsurugi is about to slice Taki into pieces.



Maxi spanks Voldo on his way to victory.

Kata For Your Mama



Soul Calibur's character intros are some of the best around, thanks to their extremely cool Katas (sets of predetermined moves demonstrated against imaginary opponents) that are performed by some of the game's characters: For instance, Maxi's nunchaku Kata is amazing to watch, and it really gets you pumped to play.

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STEP 2

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STEP 3

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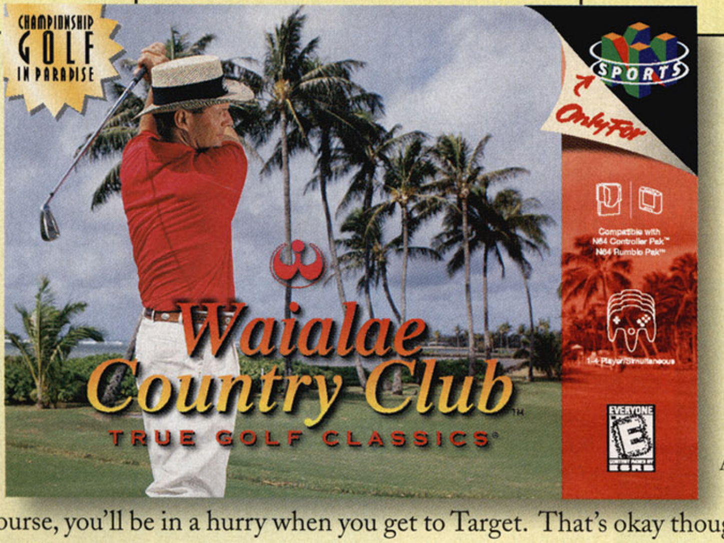
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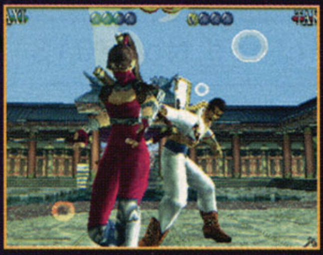
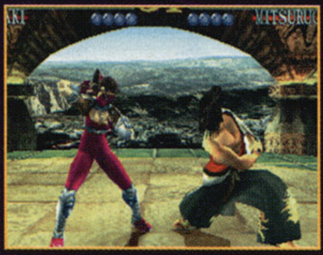
Also like Tekken 3, Soul Calibur contains new side-throws, doubling the number of slams per character from two to four. The most wicked new throw is Taki's throat slit: She climbs onto her opponent's back, then falls forward while slicing her enemy from ear-to-ear.



Maxi smacks Taki in the back.



AKI
MITSURUGI

Mitsurugi demonstrates one of his new samurai stances.

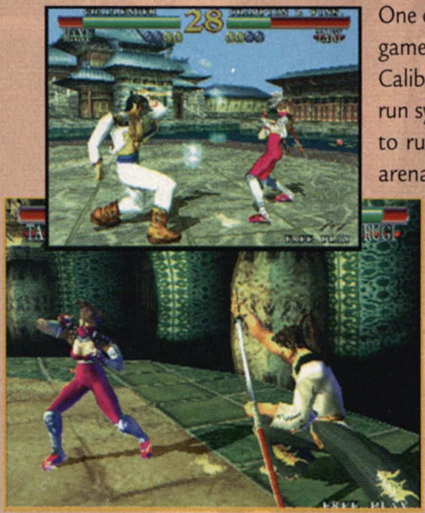
Gotta Have Soul

Soul Calibur's 60-frames-per-second slugfests will blitz your eyes with some of the fastest, most fluid fighting action ever seen in an arcade game! The 10 stages, from a castle to a temple, include beautifully detailed backgrounds and stunning lighting effects. Each stage even has a unique shape and size to it, making the selected location an important part of each fight (certain stages will benefit certain fighters).

Summertime Black and Blues

Soul Calibur is one of the most fun fighting games to emerge in some time—and it's not even finished yet. If you're a fan of weapons-based brawlers who's already mastered the arts of Tekken, step up to Calibur. It might just save your restless summertime soul.

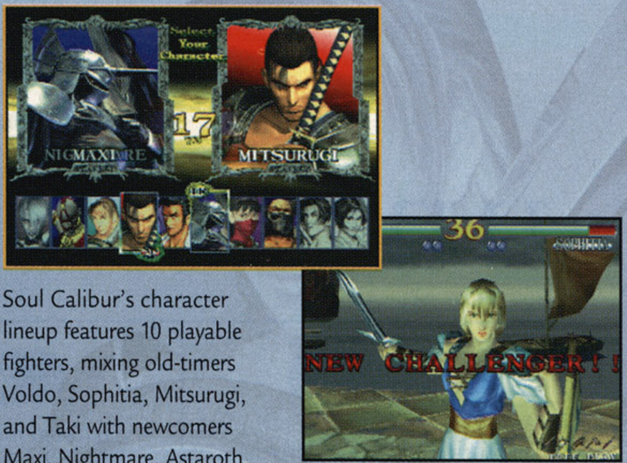
Running Wild



28
MAXI
FREE PLAY

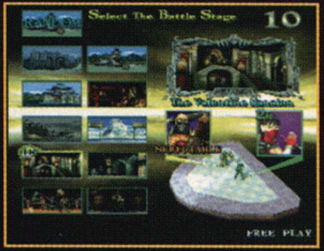
One of the most impressive gameplay elements in Soul Calibur is the new eight-way run system. This enables you to run freely around the arena, both into and out of the environment, while still facing your opponent, ready for battle. Taki even has the ability to perform incredibly spectacular airborne sidesteps!

The Lineup



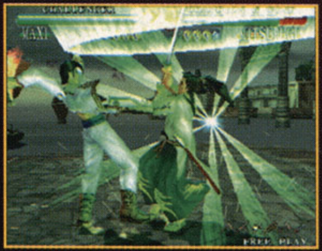
Select Your Character
17
NIGMAXIRE
MITSURUGI
36
NEW CHALLENGER!

Soul Calibur's character lineup features 10 playable fighters, mixing old-timers Voldo, Sophitia, Mitsurugi, and Taki with newcomers Maxi, Nightmare, Astaroth, Kilik, Xianghua, and Ivy. Namco also promises a host of time-released characters and other special "surprises."



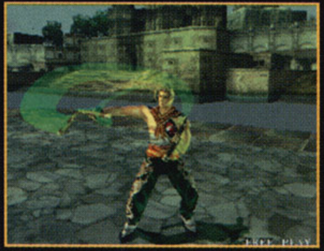
Select The Battle Stage
10
FREE PLAY

Challengers can now select stages that will allow them to back their opponent into a corner early.

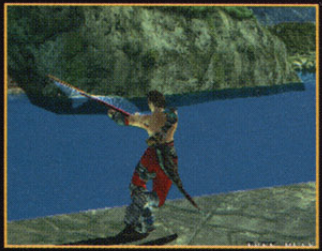


MAXI
FREE PLAY

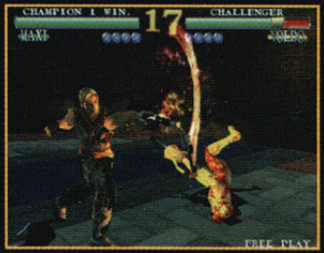
The weapon breaking feature, which annoyed so many Soul Edge gamers, has been eliminated from Soul Calibur.



Maxi's Kata is definitely the coolest one in the game!

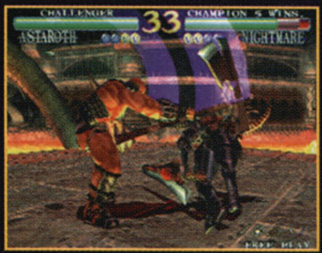


Kilik steps up to perform his Kata before a fight.



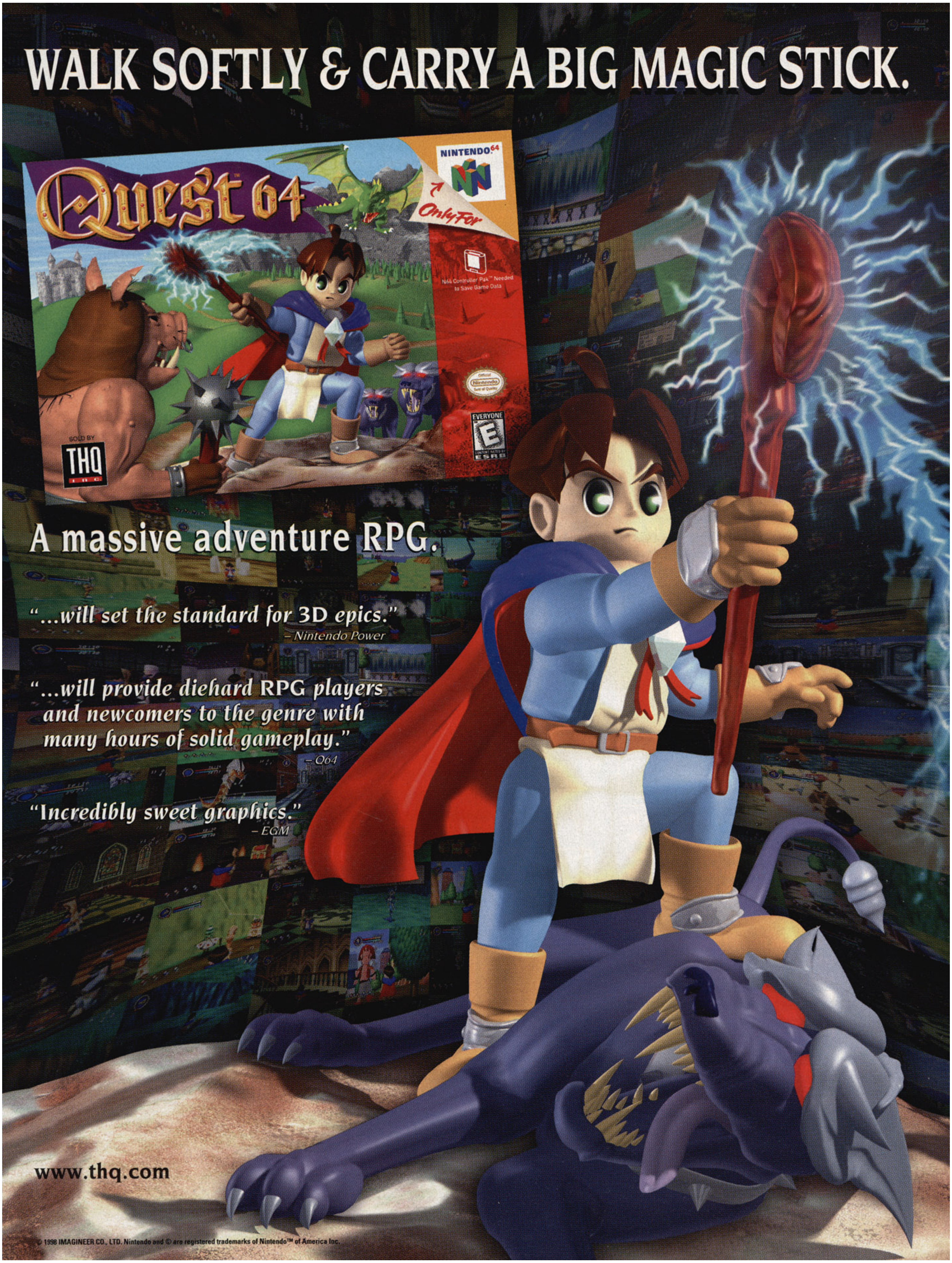
CHAMPION 1 WIN.
17
CHALLENGER
MAXI
VOLDO
FREE PLAY

Maxi's flaming nunchaku attack lights up Voldo during a heated confrontation.



CHALLENGER
33
CHAMPION 5 WINS.
ASTAROTH
NIGHTMARE
FREE PLAY

Nightmare stands helplessly as Astaroth chops at his head.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MISSION: IMPOSSIBLE

Mission: Impossible
(By Ocean)

By Scary Larry

Price not available
Available July
Action/adventure

1 player
20 missions

TEEN T AGES 13+

Challenge adj Level

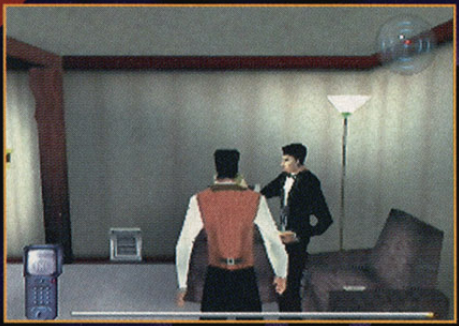
Replay? MED

Check out the **MISSION: IMPOSSIBLE** ProStrategy Guide in next month's *GamePro!*

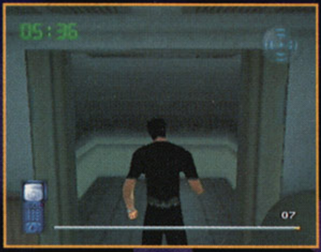
Mission: Impossible is not GoldenEye. Get used to hearing that because it will be repeated with evangelistic vigor throughout this review.

Instead, imagine a game like GoldenEye where you actually have to suffer the consequences of shooting people blindly in the back. Imagine a game like GoldenEye where you need to think about knocking people out instead of killing them, and have to outwit the CIA by using brains and not firearms. This game is not GoldenEye. Imagine a game that's much different, more interactive, and ultimately a lot smarter than any other shooter out there. Mission: Impossible is that game.

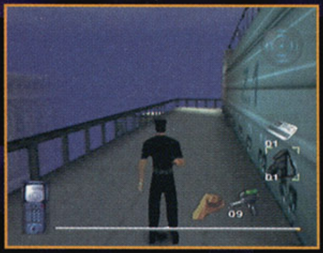
Although it has literally taken years to make, the arrival of Mission: Impossible should herald a new age in corridor shooters—one where you must truly pay for an itchy trigger finger with your life. Ocean programmed Mission's A.I. to react to violent acts with equally violent and smarter acts: For example, shooting a guard in the back not only causes more guards to converge on you, it may also alert a whole damn unit, including sharp shooters, to your position. One wrong, thoughtless act (including brandishing a weapon in plain view of civilians) creates a chain reaction that results in you failing your mission. And because the game requires you to disguise your character (Ethan) to hide his identity, you must also act within the boundaries of his



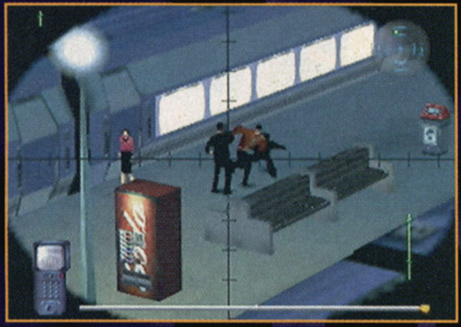
PROTIP: Talk to everyone at least twice (if you can). In the Embassy, for instance, the couple who were looking at the portrait are now sitting on the musical score you need.



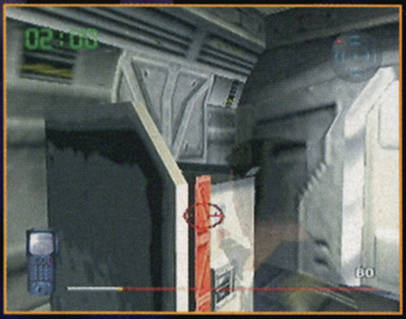
PROTIP: At the end of the Interrogation Room level, you must get in front of the agent as he sprints down the hall opening doors. He will try to board the elevator, and you must be near him in order to access the next mission.



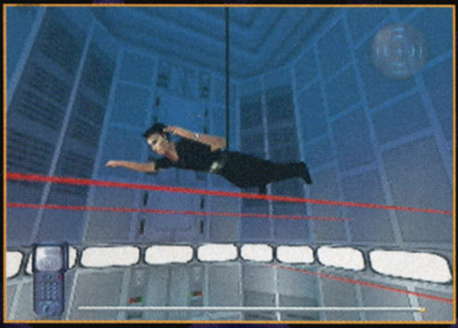
PROTIP: On the CIA Rooftop level, turn the lights off (look for out-of-the-way crates to hop on). When you find the bag Candice left for you, click on it in the menu and you'll change into a maintenance worker. Now, go to the heliport and fix the lights (the switch is down the left-hand stairwell on the wall), neutralize the guard near the switch, and obtain his passcard. The rest is up to you.



PROTIP: When in the train station playing as the sniper, you have to zoom in on Ethan carefully in order to accurately shoot the undercover agents. Some characters, like the civilian that offers Ethan a cigarette, could be mistaken for a gunman.

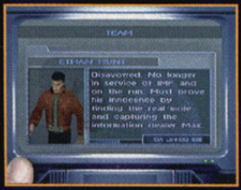


PROTIP: In the last baggage car on the train, you'll find a safe that's sealed. Find the blowtorch and nitrogen tank, then alternately freeze and burn the safe's two iron bars. That should crack the safe open.



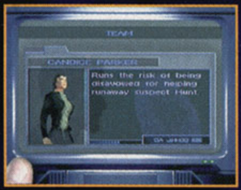
PROTIP: Using the right camera angles is the key to success in the Terminal Room. Switch the cameras around to see the lasers more clearly. Also, be aware that an agent will come into the room and use the computers every 30 seconds or so.

Team Members...Or Are They



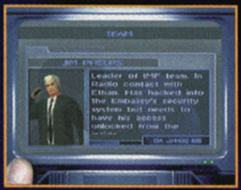
ETHAN HUNT

Disavowed. No longer in service of IMF and on the run. Must prove his innocence by finding the real mole and capturing the information dealer Max



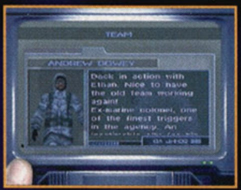
CANDICE PARKER

Runs the risk of being disavowed for helping runaway suspect Hunt



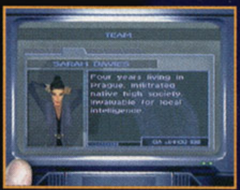
JIM PHELPS

Leader of IMF team. In Radio contact with Ethan. Has hacked into the Embassy's security system but needs to have his access unlocked from the



ANDREW DOWEY

Back in action with Ethan. Nice to have the old team working again!
Ex-marine colonel, one of the finest triggers in the agency. An

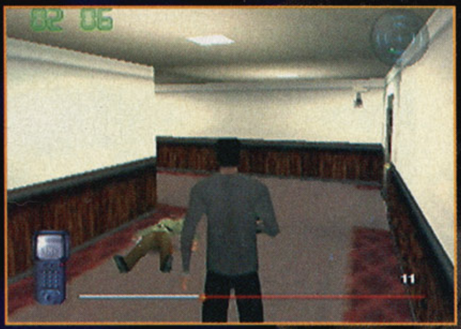


SARAH DAVIES

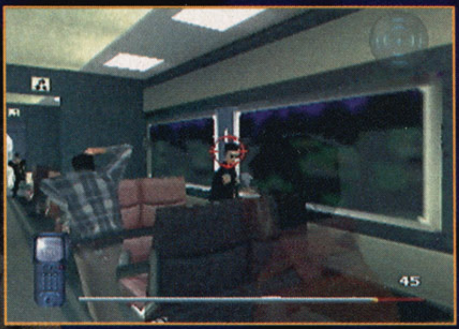
Four years living in Prague, infiltrated native high society. Invaluable for local intelligence.

assumed identities: For instance, when you become a maintenance worker late in the game, your entry into a restricted area causes a guard to sound an alarm.

But Mission offers more than just sneak-and-destroy missions. You have to impersonate Third World royalty, detonate some chewing-gum explosives, and fight to the death on a fast-moving train. Although the game doesn't mirror the movie exactly, there are enough elements that will make certain situations and characters recognizable.



PROTIP: It's imperative that you find the mask of Golystine when escaping from the embassy. Barne's mission was to make it look like Golystine was a traitor—so if you run around as Golystine and wave a gun around, it's mission: accomplished.

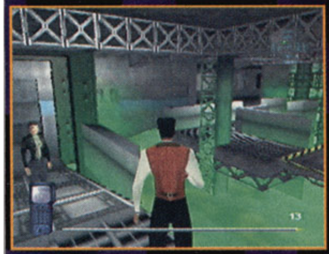


PROTIP: In the Train Car, you must neutralize all of Max's henchman (and there are a lot of them). The easiest way to do this is with a clean head shot—you only use one bullet, and there's precious few to spare.

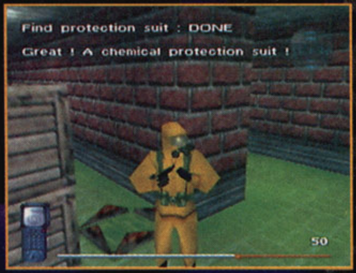
Graphics: Impossible

So what's a great game doing hanging around such mediocre graphics? Lots of messy details, like pixelated areas and pop-up galore, don't help the game surpass the much cleaner-looking GoldenEye. But this game isn't GoldenEye, and Mission makes up for its graphical short comings with smoother character movement and more detailed reactions to shots.

The sound is also a mixed bag. It includes a thumping theme song and great mood music, but also an annoying amount of Ethan-isms that do nothing but congratulate the player (who already knows he did well). MI's control is also quirky at times, though solid for the most part. Be warned—the ultra-sensitive, laser-intensive CIA computer room will frustrate more than a few players.



PROTIP: Guiding Candice through the sewer system is tricky because she's weak. Make sure that you wait for her, especially when making tricky platform jumps.



Find protection suit : DONE

Great ! A chemical protection suit !

ROTIP: Your scanner is your ost useful tool, particularly in he labyrinth of sewage rooms nder the KGB warehouse. Your irst objective is to knock out the wo guards who think you're olystine. Next, find the chemial protection suit in a crate around the third turn. Remember that with he chem suit on, no one knows you're disguised as Golystine, making ou a target to anyone you meet.

A Shooter with Attitude

In the end, Mission offers so much more than just the sum of its graphics and sound. It's a fun game with clever twists and thoughtful puzzles that will keep your brain as entertained as your trigger finger. It's not GoldenEye. You'll find Mission: Impossible stands alone as a smart shooter with attitude... if you choose to accept it. G

Sound

4.0

You really can't go wrong with the most well-known TV theme in the history of the medium. Add to that some great mood music during the action sequences and you've got a great sonic outing. The only detractions are the lame, repetitive sayings when you do something right.

Fun Factor

5.0

There's more to Mission: Impossible than meets the (Golden) eye—it's a thinking-man's shooter that combines brains and bullets flawlessly, crossing genres with its almost RPG-like gameplay. The variety of missions and different types of gameplay (including shooting, sneaking, sniping, and sabotaging) surpass other "shoot first" action games, giving MI some lasting appeal.

Graphics

3.5

Unfortunately, Mission's graphics are not its strong suit. Lots of pop-up and some funky camera angles are offset by great detail in the character movements and nice smoke and explosion effects. Don't expect Ethan to look exactly like Tom Cruise, either.

Control

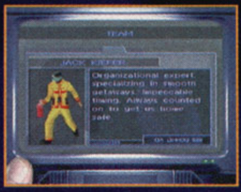
4.0

There are some adverse reactions to character control, including touchy jumps (like the electrified floors in the warehouse) and the need for super-accurate shooting (you don't get a range on the targeting—it must be dead on). But the simple, icon-based menu and helpful indicator arrows make up for any inconsistencies.

TEAM

DIETER HARMON

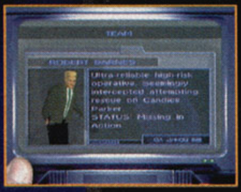
Schooled in several East European countries. Son of a traveling caviar salesman. Functions as bartender with high access to parties and



TEAM

JACK KIEFER

Organizational expert specializing in smooth getaways. Impeccable timing. Always counted on to get us home safe



TEAM

ROBERT BARNES

Ultra-reliable high-risk operative. Seemingly intercepted attempting rescue of Candice Parker

STATUS: Missing in Action

TEAM

JOHN CLUTTER

Professional mountain climber and cold weather enthusiast. Specialized in radio systems and explosives. Participated in the successful Arctic Shield

Thanks, dear boy. I actually feel I can trust you, but you shouldn't have trusted me !

Road Rash 3D

(By Electronic Arts)

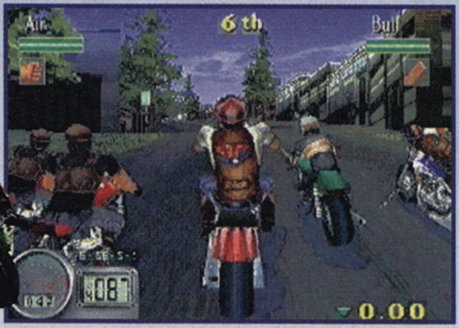
By Air Hendrix

$49.95	32 races
Available now	12 motorcycles
Racing/combat	Analog support
1 player	

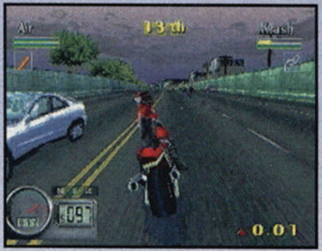
Challenge Int Level

Replay MED

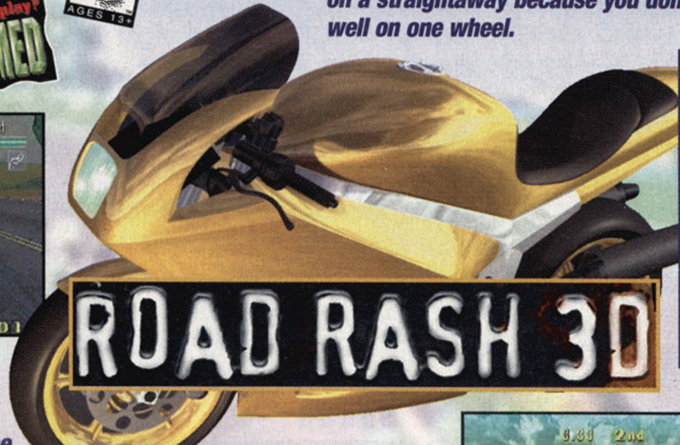
TEEN T AGES 13+

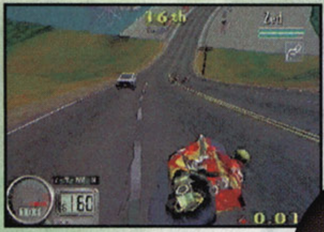


PROTIP: To accelerate quickly (and pop a wheelie), double-tap ×. Just be sure to do it on a straightaway because you don't corner well on one wheel.

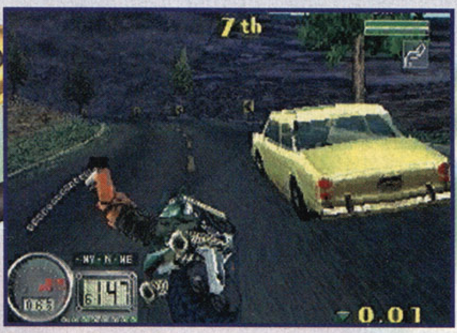


PROTIP: Pay attention to the warnings the game gives you: If you hear honking, you're about to collide with a car; if your rider looks back, someone's closing from behind.

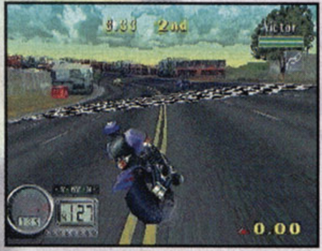




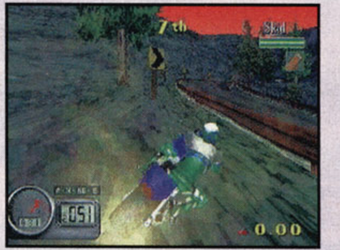
PROTIP: The secret to high-speed cornering is to lay off the gas, stay away from the brake, and use the Lean and Super Steer buttons to dive through the turn.



PROTIP: Stick to the yellow line when going around blind turns and up rises—it's the best place from which to react to potential obstacles.



PROTIP: Always save one nitro boost for the sprint to the finish line.



PROTIP: If you wander off-road, you can simply bust through the guardrails and other barriers to get back on pavement without wrecking.

Road Rash debuts in 3D with the same slick execution, humorous flair, and intense gameplay that drove the series to stardom back in the Genesis days. If you've been longing for the return of the Rash, Road Rash 3D is the answer to your prayers.

Before starting to burn rubber, you sign on with one of four gangs, each with their own attitude and bike, like the hog-style cruisers or the zippy, flashy racers. Then the thrashing begins in 32 interconnected tracks filled with vertigo-inducing descents, wild jumps, and raucous combat where you battle the pack with kicks, clubs, chains, cattle prods, and much more.

The familiar gameplay requires a more intelligent racing style, though there's definitely plenty of skull-busting mayhem to balance it out. All told, RR3D is not without its flaws (including occasional slowdown, no two-player mode, and a disturbing tendency to ricochet around the track), but its riveting action delivers enough high-octane excitement to make the game well worth its entry fee. G

Fun Factor

5.0

Road Rash 3D sticks to the tried-and-true formula of this popular series, and that means plenty of great tracks, white-knuckle racing, and outrageous combat. Longtime fans and newbies alike will find more than enough adrenaline-filled action to warrant a purchase.

Graphics

4.5

The sharp 3D tracks are finely tuned for racing, delivering a good sensation of speed and, amazingly, almost no pop-up at all. Scenic landscapes and well-animated racers catch the eye, but bad pixelation crops up if you stray too far from the road.

Sound

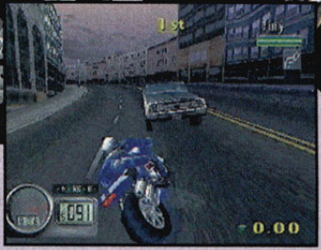
4.5

The edgy alternative soundtrack, featuring bands like Sugar Ray and CIV, perfectly accompanies the meaty thwack of your club bouncing off some fool's skull. Other humorous yelps from racers, along with the purring engines, add up to an excellent audio experience.

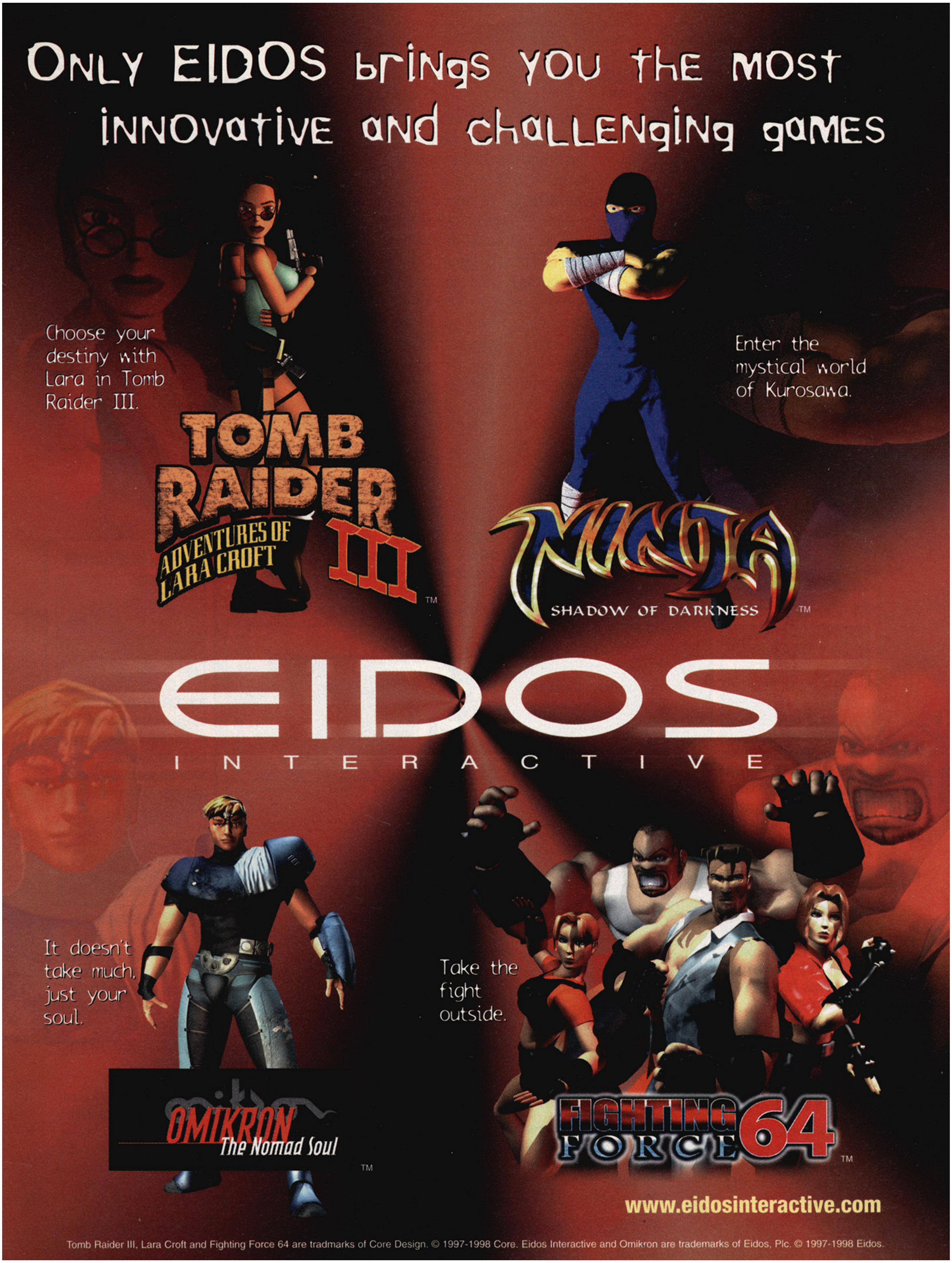
Control

4.5

This Rash demands much smarter racing, so you'll have to spend some time mastering the handling of these bikes. Once conquered, you have impressive control, and each bike has its own unique feel. Still, it's too easy to get caught in a pinball-like series of collisions.



PROTIP: Brake only in near-death situations, like oncoming collisions or bad skids. This almost always saves the day.



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Vigilante 8

(By Activision)

By Major Mike

$54.95	2 players
Available now	Multiple views
Vehicle shooter	

Challenge adj Level

TEEN T AGES 13+

Replay? MED

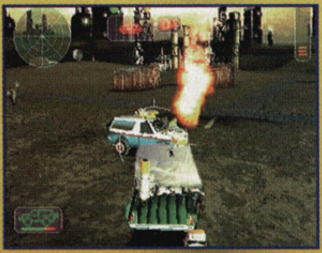
VIGILANTE 8

Vigilante 8 injects some high-octane visual excitement into the combat/vehicle genre, but it falls short of the Twisted Metal hall of fame due to faulty controls. That's a real shame, because V8 has some of the best graphics and level designs of any vehicle shooter for the PlayStation yet: Pop-up and clipping problems are kept to a minimum, huge explosions fill the screen, and the interactive stage elements will make you blink in disbelief. The airplane graveyard, for instance, has vintage B-52 bombers you can chase down the runway and blow to pieces as they try to take off.

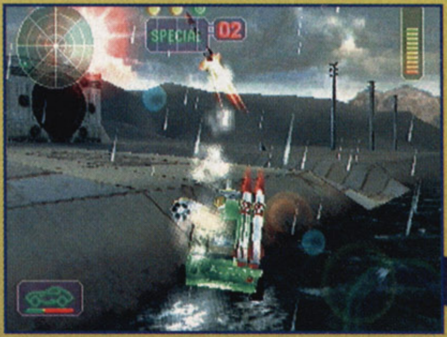
Even though V8's graphics scream, sluggish and inaccurate controls frequently stall the fun. Taking tight high-speed turns is a chore, and peeling around 180 degrees is almost impossible. It's also easy to get hung up on a tight incline or in a corner where all you can do is helplessly scream "Move!" at the screen.

V8's minimal plot pits Vigilantes (the good guys) against Coyotes (the bad guys) for control of the country's oil reserves. You choose from one of eight crazed drivers and their specialized muscle cars, including a Cleopatra Jones–ish cyborg in a '75 Palomino and a beauty queen turned F.B.I. agent in a '67 Rattler.

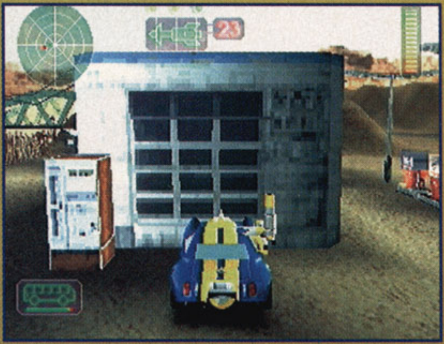
Overall, Vigilante 8 is worth a test-drive rental for fans of the genre. If the controls had spent more time in the shop, V8 could have been one topnotch lean, mean driving machine. G



PROTIP: Don't drop land mines in a careless fashion; you could run over them by mistake and damage your own car.

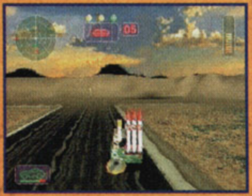


PROTIP: For the Coyotes, Loki is one of the best drivers. His '73 Glenn 4x4 has the right combination of size and speed, and his Scatter missiles pack a big punch, too.

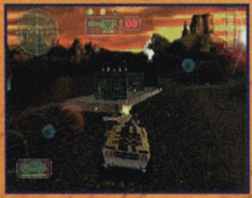


PROTIP: Approach the doors of any building slowly. Chances are they will open and reveal a power-up.

As the Coyotes

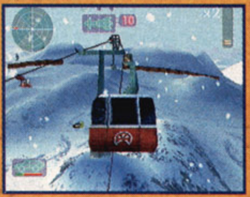


PROTIP: Drop land mines along the runways in the Aircraft Graveyard stage. This should keep any planes from taking off.

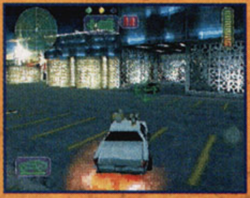


PROTIP: In the Ghost Town level, follow the trains and shoot the crates off the flatbed car to collect some awesome firepower.

As the Vigilantes



PROTIP: In the Ski Resort stage, ride the cable car to the top of the mountain and then rain missiles on your opponents.



PROTIP: When you play as John Torque, your first opponent in Casino City will attack from the right. Have some missiles ready to make him quick road kill.

Control

3.0

Sluggish and unresponsive controls occasionally put the fun in neutral. It will take some real patience to keep driving this V8.

Graphics

4.5

Vigilante 8's incredible visuals are filled with eye candy and excellent details. The rendered cinema opening is a thing of beauty.

Fun Factor

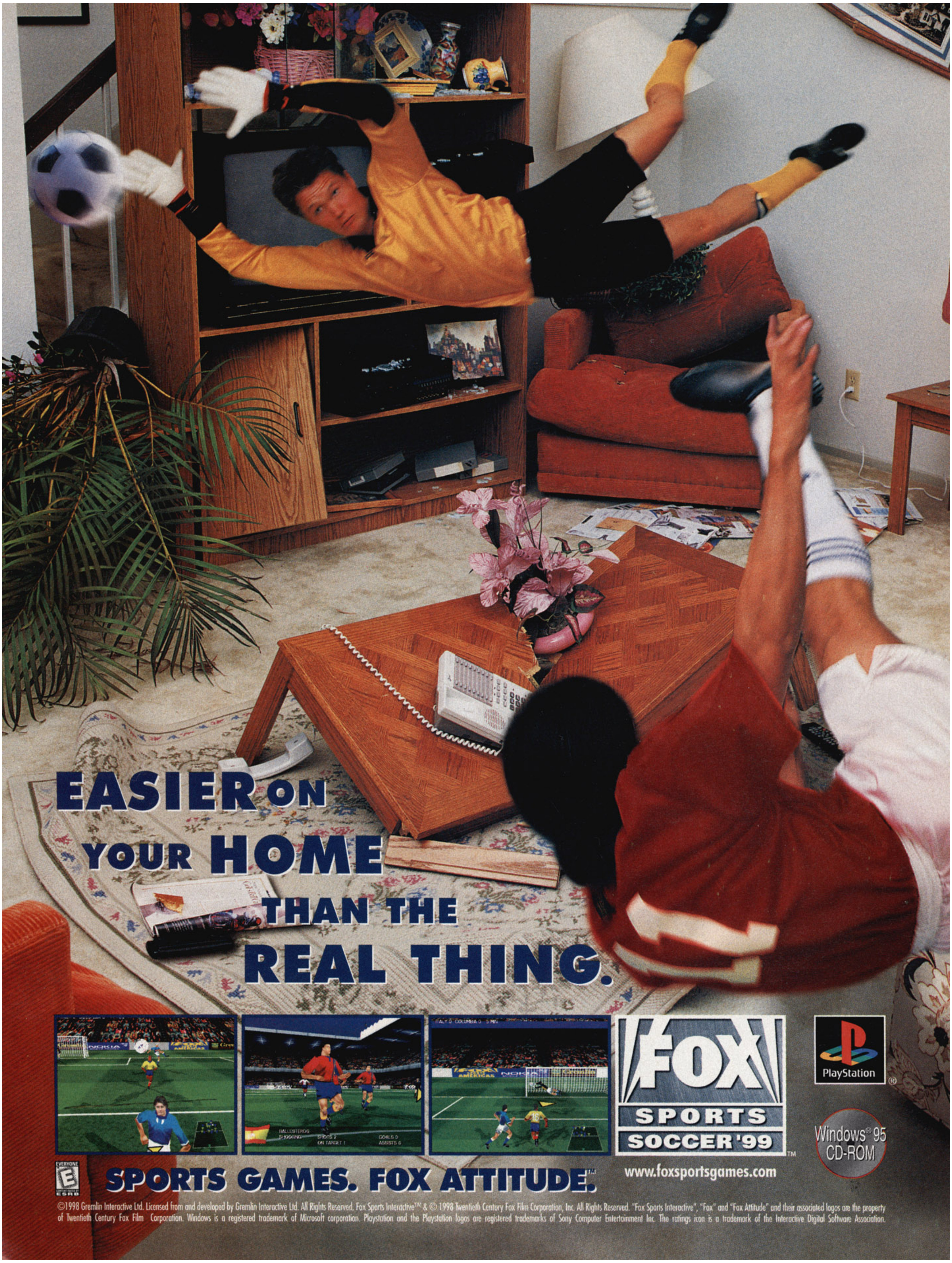
4.0

Vigilante 8's graphics and huge levels purr away, but the poor controls put some sugar in the tank. While V8 isn't a lemon, it does get stuck in the combat-vehicle "B" lot.

Sound

4.0

The low-key hard country and '70s funkadelic tunes make for good drivin'. The sound effects also shine, but some of the dialogue spoken by various characters is lame and groan-worthy.



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PlayStation
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RP
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In the land of Mamora,
a corpse's nostrils and mouth
are sewn shut, its knees and
big toes tied, and a lullaby
is whispered into the
dead body's ear.

sometimes death is just the beginning

PlayStation
AKUJI
RP

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Tomba
(By Sony)

By Bro' Buzz

Price not available

Available July

Action/platform

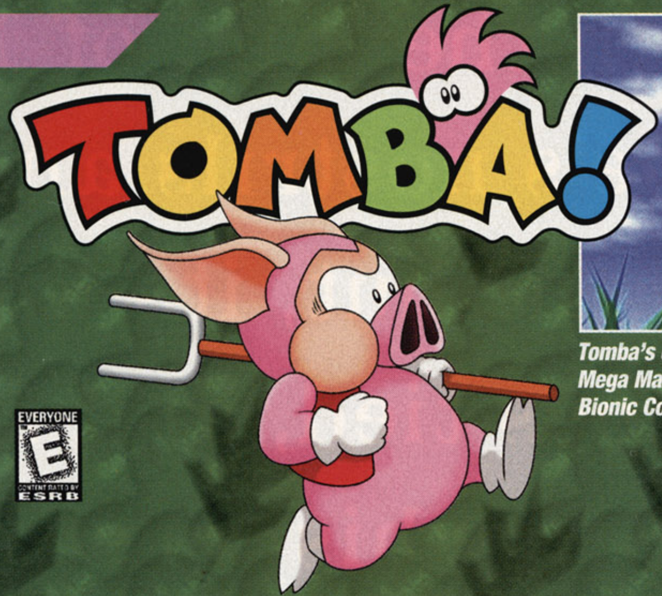
1 player

Dual Shock controller compatible

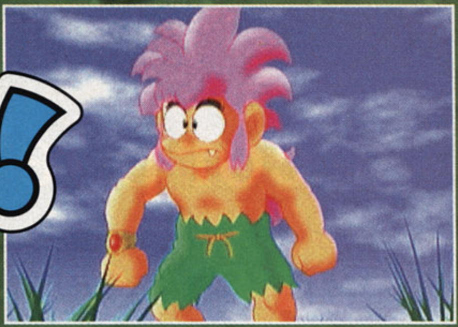
Challenge int Level

Replay? MED

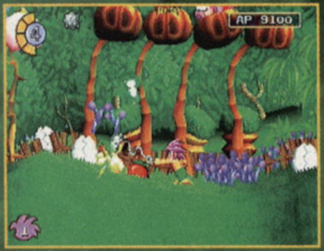
EVERYONE E CONTENT RATED BY ESRB



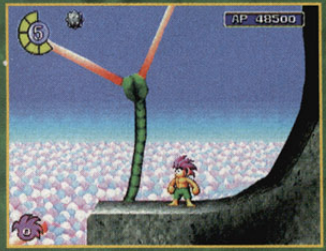
TOMBA!



Tomba's creator, Tokuro Fujiwara, also designed Mega Man, Ghouls 'N Ghosts, Breath of Fire, and Bionic Commando.



PROTIP: Capture a frog and return him to Ol' Pond. He may reward you with a 1-up.



PROTIP: The key to finding the lost dwarf kid at the Watch Tower is the V-shaped seesaw.

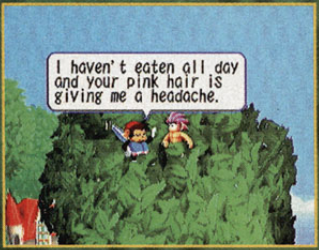
If you think your world is full of pigs, just wait 'til you play Tomba!

In this topnotch action/platform game imported from Japan, Tomba, a plucky little cave dude with pink hair, embarks on a heroic adventure to rid his primeval fantasy land of evil invading pigs by defeating seven pig masters and completing 130 events.

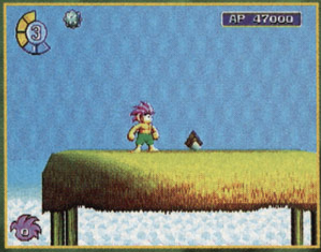
A strong repertoire of moves and stellar controls make Tomba the prince of platforms as he scales walls, climbs ropes, and swings through the air like Tarzan. To pulverize the porkers, Tomba has a mean pig-mashing bodyslam and oinker-boinking weapons that include boomerangs and a lethal yo-yo.

Tomba's graphics shine, too. They're 2D and cartoony, but nicely textured to create an artsy 3D look for a primitive land that's been terror-formed by bad pigs.

Skillfully crafted classic gameplay and bacon-frying challenges make Tomba a winner. Moreover, it's the brainchild of Tokuro Fujiwara, the creator of Mega Man and Ghouls 'N Ghosts. Not a bad lineage and another compelling reason to pig out on this solid platform game. G


I haven't eaten all day and your pink hair is giving me a headache.

PROTIP: In the very first tree in the Forest of All Beginnings, Charles the Monkey trades you the Animal Dash for bananas. You get the bananas from the cranky dude at Ol' Pond.



PROTIP: The Telescope is on top of the Wooden Platform. Jump onto the left edge of the platform. Press X and Left to jump left into the air, then immediately press Right to grab onto the top of the platform.

Sound

3.0

The sounds are just all right. The music's limited to one catchy but repetitive, goofy tune. The effects are minimal to an extreme, with a few grunts, whelps, and precious little else.

Graphics

4.0

Tomba's clean cartoon graphics feature unusual textures and muted colors that give this 2D game an impressive 3D feel. There are side-scrolling and isometric views, and the gameplay moves from foreground to background, too.

Fun Factor

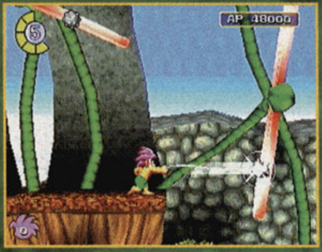
4.5

For action/platform fans this game's a big, fat GO! There's plenty of exploration and puzzle-solving across an expansive landscape—and you get to retire porkers, too.

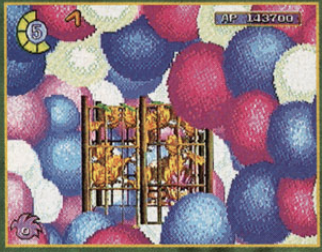
Control

4.5

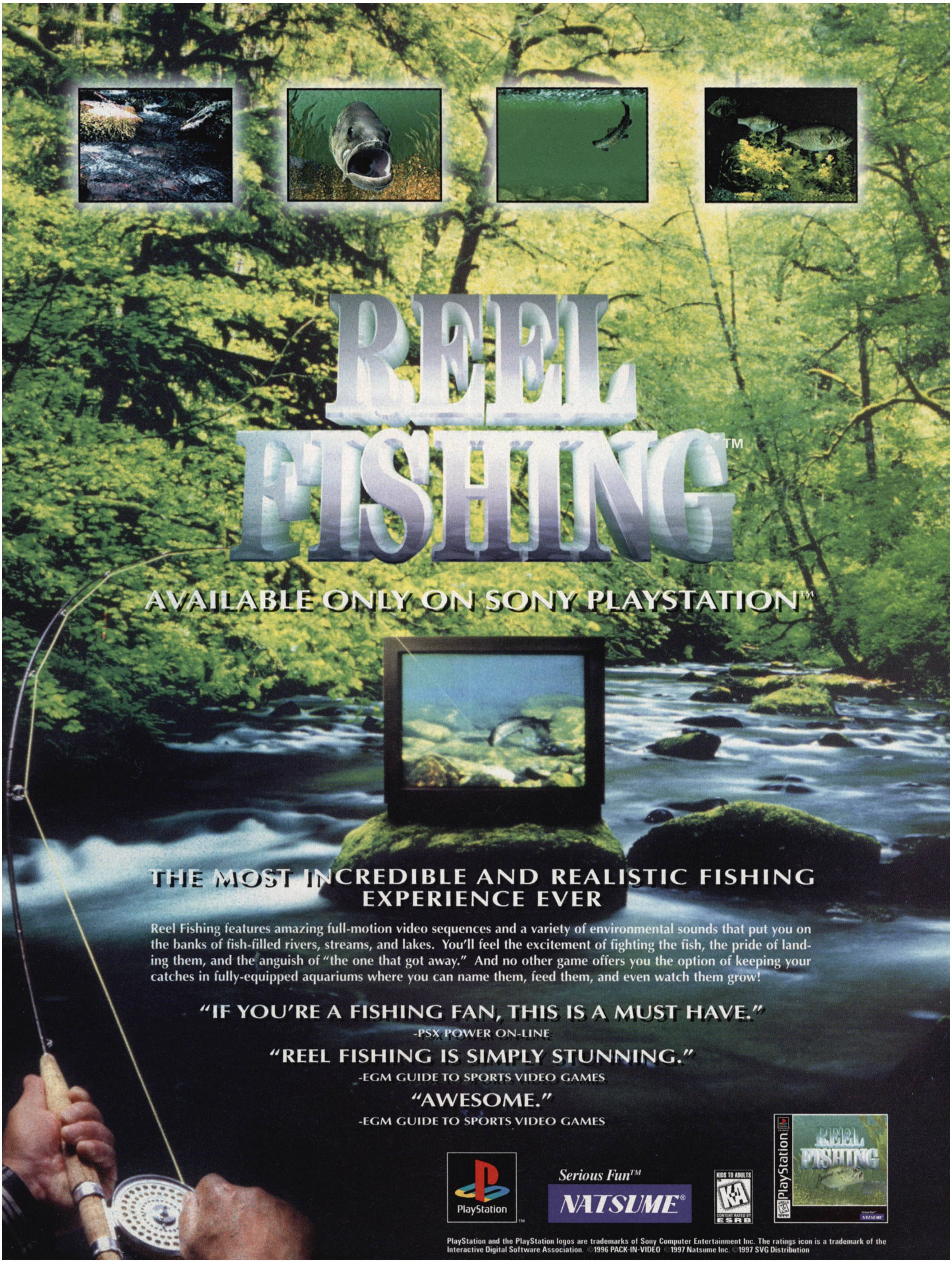
The controls are crisp and tight, enabling Tomba to perform the quick, precise moves he needs to navigate the sometimes tricky obstacles. The easy-to-use inventory screen allows you to arm Tomba with items that give the gameplay great depth.



PROTIP: The Blackjack and the two boomerangs can either knock down hard-to-reach items or bump platforms to make objects easier to grab.



PROTIP: When you reach the Forest of 100 Flowers, snag as many Leaf Butterflies as you possibly can. Later, there's a dwarf in the clouds above Charity Square that makes something "special" happen in exchange for the butterflies.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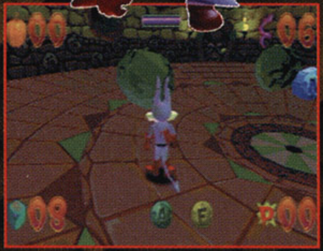
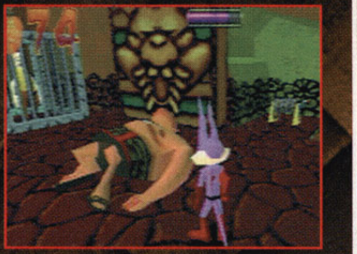
JERSEY DEVIL

By Boba Fatt

Crash Bandicoot fans will love Jersey Devil, a free-roaming 3D platform game with a lead character reminiscent of that wascally marsupial (think Crash with parachute-like wings). Although not particularly innovative, Jersey's a cool character with an exciting, challenging debut title. In fact, the game's only notable flaws—like the troublesome camera angles—are actually intentional.



PROTIP: To do away with the boulders, just as they approach, jump on the very center of the floor to open a trap door.

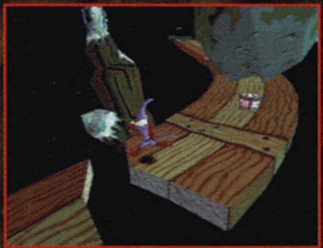


PROTIP: In Dome Sweet Dome, defeat the crazy native and the spider, then open the door to see the wire holding this prison intact.

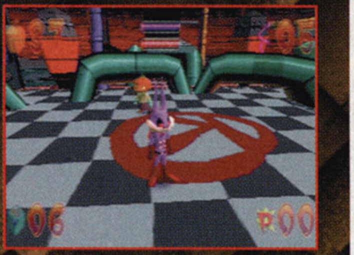
Jersey's crisp, colorful environments handily steal the eye-candy throne from fellow PlayStation 3D platformers, Croc and Rascal. The pastel/gothic look is edgier than in N64 fare like Mario or Banjo-Kazooie; in fact, the sets seem right out of a *Scooby Doo* cartoon. Electric, cartoony sound effects and surprisingly sweeping cinematic music complement the lush visuals perfectly, giving the A/V package an epic feel.

Jersey's highly responsive interface is easy to learn, and the rumbling Dual Shock controller works great, though it's a shame the right stick doesn't control the camera, à la Croc. Jersey's camera work, however, stumbles: In one scenario, for example, you jump across platforms with a boulder hot on your tail—but the camera locks in front of you, making it difficult to see where you need to jump or turn. Your success therefore relies on extremely frustrating trial-and-error memorization rather than on skill.

Jersey Devil is definitely the PlayStation's most ambitious 3D platform game released to date, even though its camera problems keep it from attaining the gaming stratosphere. Fans of Crash or Croc should pick up this title—but be prepared for some devilishly frustrating situations. G



PROTIP: In the Bat Caves, the camera keeps you from seeing upcoming terrain, so beware of rolling boulders. If you see a suspended boulder, stand in the center of the platform to see ahead.



PROTIP: To defeat Dennis, at the end of the Museum mission, dodge until he smashes into the wall and is dizzy, then nail him with a quick strike.

Jersey Devil
By Sony Computer Entertainment

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.5	4.0

$49.99
Available July
Action/adventure
1 player

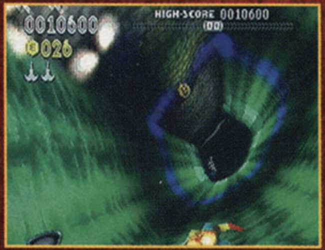
12 levels
Challenge: Intermediate
Replay value: Medium
ESRB rating: Everyone

N2O
nitrous oxide

By Scary Larry

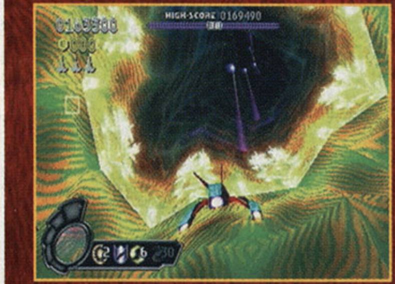
There's no doubt about it—N20 from Fox Interactive is a head-trippin', mind-blowin', psychedelic-powered shooter that will melt your eyes and rock your eardrums. Of all the shooters you'll play this year, you won't forget N20's graphics or its awesome sound.

N20 sports some of the most neon-infused, brain-twisting graphics imaginable. You'll be awestruck by detailed explosions, creepy enemies, and twisting, churning corridors. Playing N20 is like swimming—wait a half-hour after you eat before you dive in, or you'll hurl faster than a freshman at a frat party.



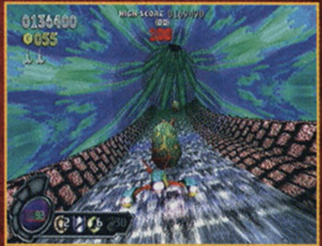
PROTIP: The coins that act as multipliers never fall where your target was shot. They usually lie exactly opposite on the tube, so spin to the top or bottom when you make a kill.

What you get with N20 is a fuller, more detailed, albeit less speedy version of Tempest 2000. And although the game does quicken slightly, depending on how many bugs you fry or the type of craft you employ, it never reaches the peak speeds of Wipeout; however, with all the action on-screen, you may find too much speed is a bad thing.

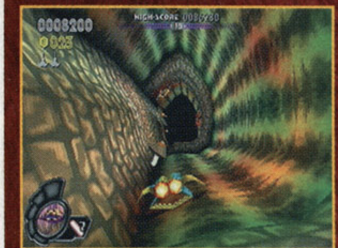


PROTIP: Conserve the firewalls for heavy fights and near-death kamikaze situations. After sending a firewall through, spin your craft to collect any stray coins and bonuses.

But the game excels in other areas: The sound, for example, is phenomenal if you're a Crystal Method freak. That band's pounding house sound dominates N20 and fits the action like a wet T-shirt. Other bonuses include customizable craft and a two-player single-screen mode, so you and a friend can rock the PlayStation without a reduction in screen size. In the end, N20 is definitely worth the price of admission, and is a great shooter for your library. G



PROTIP: In the bonus games, the coin will appear just before the next target you hit.



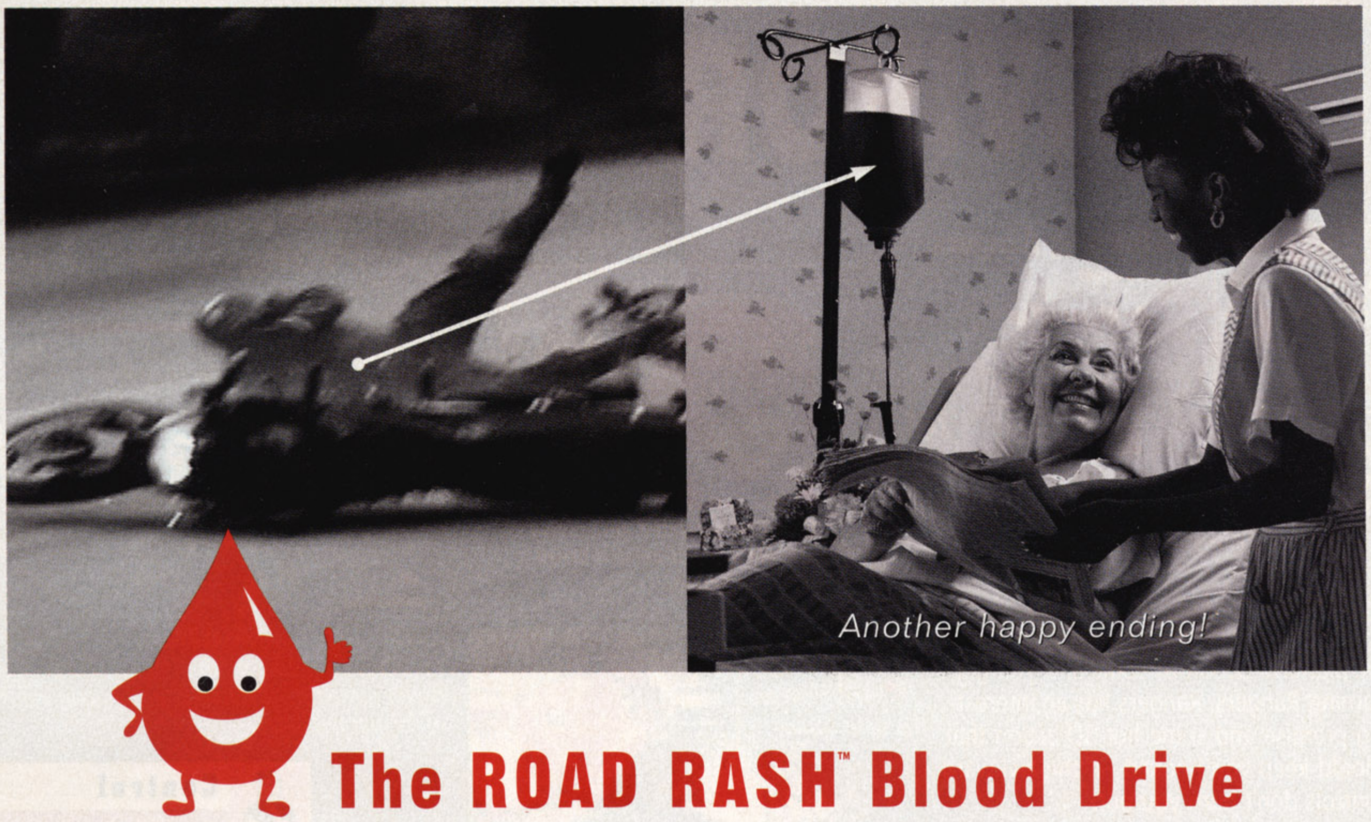
PROTIP: Brown mushrooms are dangerous if you fly into them, but if you shoot them from a distance and they turn into multicolored mushrooms, they're extremely valuable.

N20: Nitrous Oxide by Fox Interactive

Graphics	Sound	Control	Fun Factor
4.0	5.0	4.5	4.5

Price not available
Available now
Shooter
2 players

Challenge: Advanced
Replay value: Medium
ESRB rating: Teen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VIDEO GAME SURVIVOR'S GUIDE

Saturn ProReview

Burning Rangers

(By Sega)

By Major Mike

TEEN T AGES 13+ · Replay? MED · Challenge Int Level

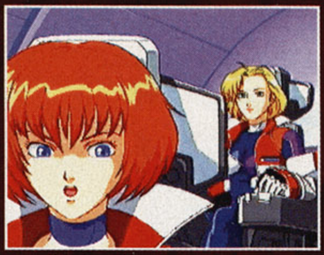
$49.95

Available now

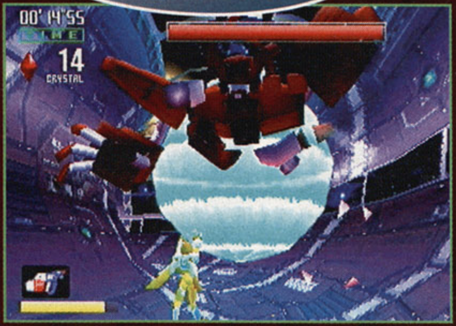
Action/adventure

1 player

4 missions



Excellent animated cut scenes provide a much-needed break from the action.



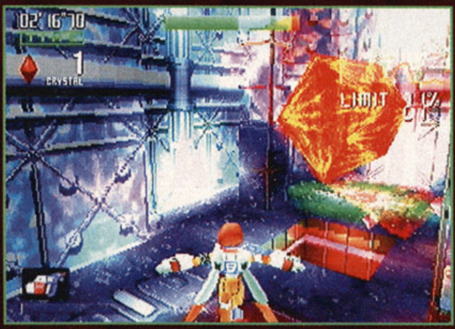
PROTIP: To take down the boss in Mission 3, run after it and keep blasting; if you pause, it will gather its body parts and regain some of its lost energy.

Mix the 3D environments of Tomb Raider with the flying of Nights and the platform action of Sonic and you get Burning Rangers. Rangers has an interesting premise and some hot 3D action that should keep you hooked—if the awkward controls don't burn you out.

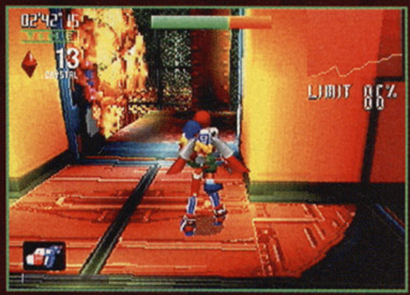
You play as one of two futuristic fire rangers, battling blazes in four gigantic, cleverly designed levels. BR's missions are straightforward and simple: extinguish fires, follow directions to the level exits, and battle end-bosses that have easily identifiable attack patterns. You also have to rescue survivors along the way, but it'll take you several runs through each mission to find them all.

Unfortunately, the game's controls really hamper the fun: Precision jumping and flying sometimes become a guessing game rather than a test of skill, and being forced to use the top triggers to change your camera view is aggravating. For best results, play through the training stage several times before diving into the flames.

If you can survive the tepid controls, however, Burning Rangers is a roaring good time. For Saturn fans, it's one of the last good games for a system whose pilot light has all but gone out. G



PROTIP: In the final mission, don't try to extinguish the giant fireball; instead, jump in the hole underneath it.



PROTIP: After picking up Neal in Mission 3, you won't be able to fire any weapons or jump as high as before.

Control 3.5

The squirrelly controls, the lack of a custom configuration, and the way you use the shoulder buttons to change the view hurt the overall fun. Even the Saturn 3D Control Pad doesn't help.

Sound 4.0

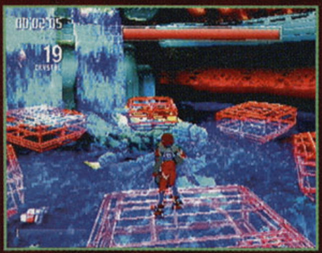
There's hardly any music, but important audio clues, like directional cues and explosions headed your way, are perfectly audible. The only quibbles are Tillis's whiny voice and some lame dialogue.

Graphics 4.0

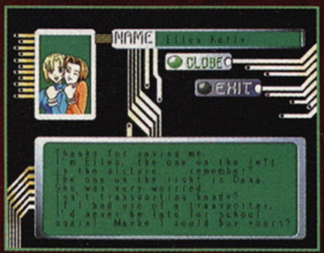
The various explosions add color to the otherwise drab stages, but there are clipping problems galore, along with some "Where am I?" camera angles. The animated cut scenes, though, are excellent.

Fun Factor 4.0

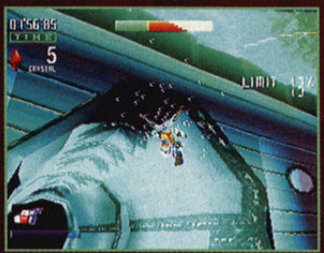
Control flaws aside, Burning Rangers is an enjoyable firefighter whose huge levels and challenging gameplay will keep you blazing away on your Saturn for hours.



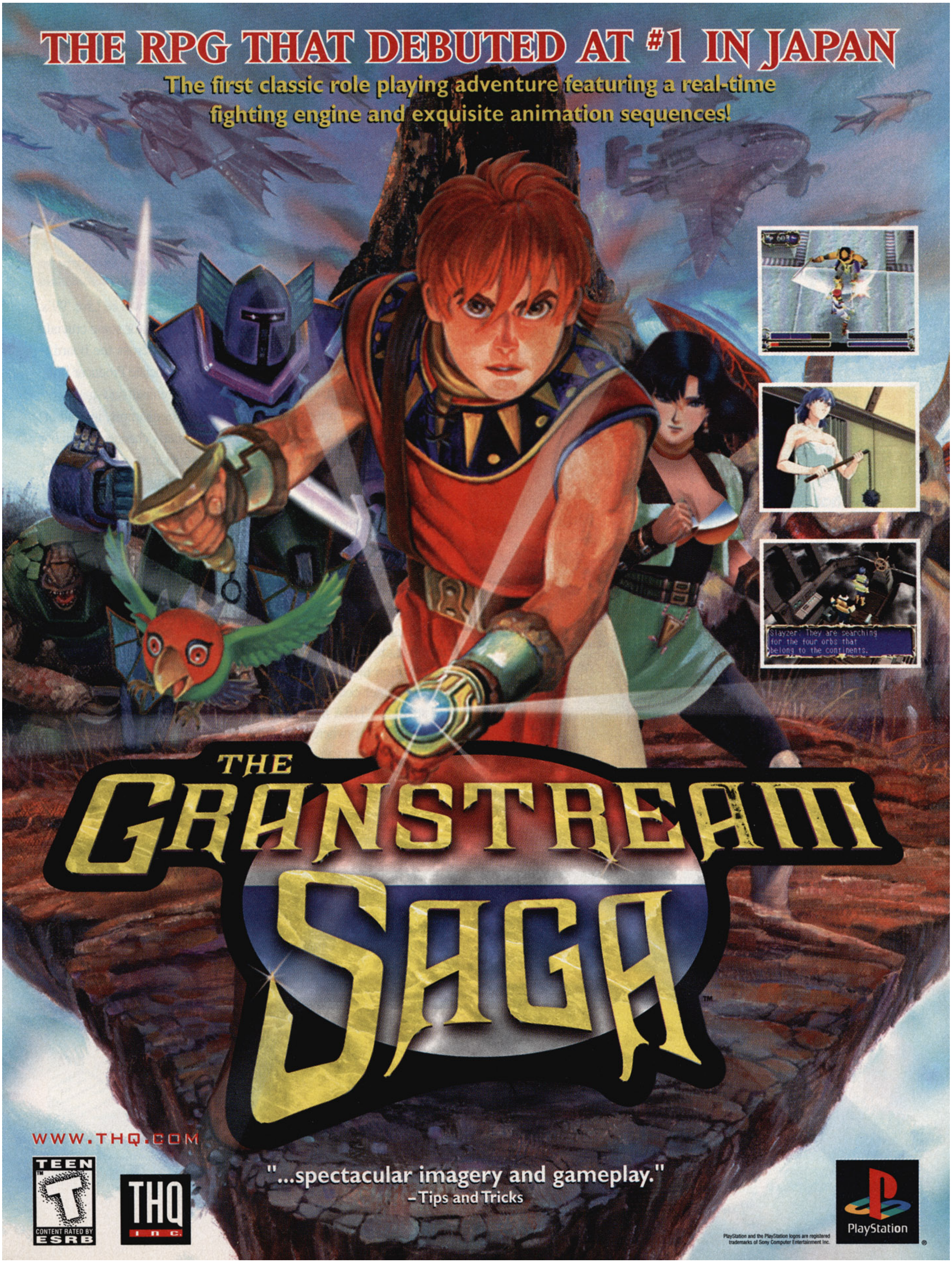
PROTIP: Stand still whenever you call Chris for directions. If you change your position, her directions may become inaccurate.



PROTIP: Always read e-mail sent to you by the survivors after each mission. They may have clues to help you find others.



PROTIP: In Mission 2, retreat into the pools of water whenever chain explosions occur.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PlayStation

Slayzer: They are searching for the four orbs that belong to the continents.

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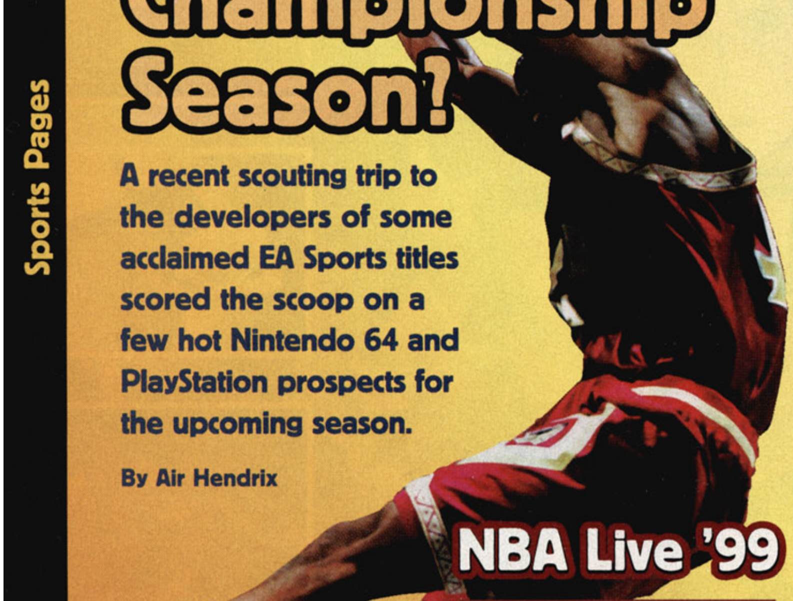
NBA Live '99 & NHL '99

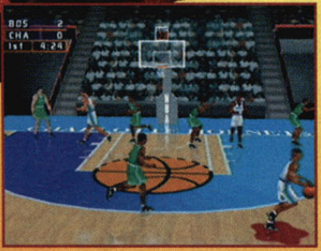
Another Championship Season?

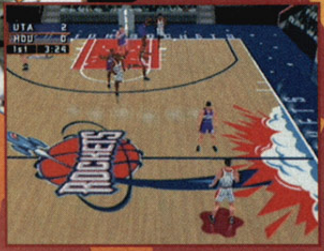
A recent scouting trip to the developers of some acclaimed EA Sports titles scored the scoop on a few hot Nintendo 64 and PlayStation prospects for the upcoming season.

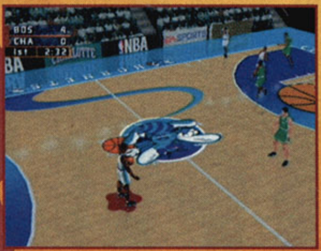
By Air Hendrix

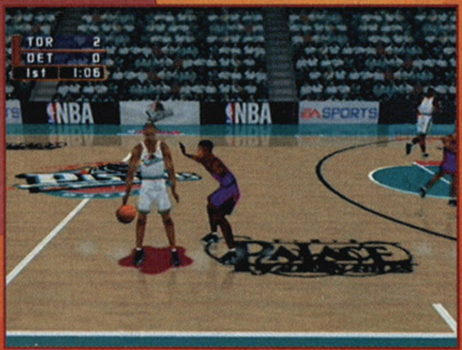


NBA Live '99









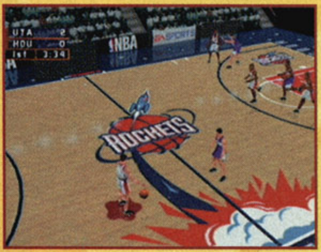
Note: All screens are from the Nintendo 64 version.

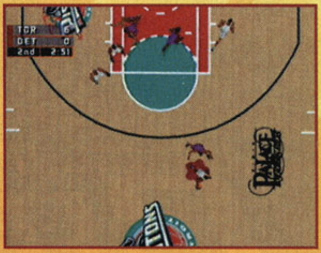
Vancouver's sports teams, the Canucks and the Grizzlies, perpetually linger at the bottom of the standings, but the city's not without championship talent—it's home to the development teams behind successful EA Sports franchises like NBA Live, NHL, Triple Play, and FIFA. As the competition heats up in the PlayStation and N64 arenas, the big question this summer is whether EA can repeat its PlayStation success in '99 while also trying to dominate N64 sports. Some intriguing behind-the-scenes interviews uncovered the details on how EA hopes to smoke the competition.

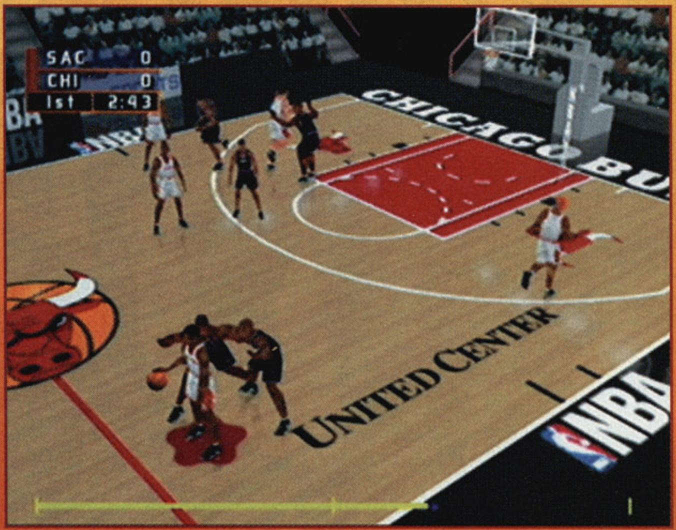
Hittin' the Hardwood with Live '99

For many gamers, the best hoops news of the summer will be Live '99's debut on the N64, but the Live team's also striving for some crucial refinements that should improve the gameplay across the board. "The biggest focus for Live '99 is A.I.," says Associate Producer Wil Mozell, explaining that his group is making the realism and quality of the action a bigger priority than ever before. For example, instead of separating difficulty levels by reducing the gamer's chances of sinking a shot, his team plans to make the CPU players smart enough to shut down the gamer's opportunity to shoot by blocking the lane, cutting off the pass, and so on. For those of you that thought Live '98 was too easy even on Superstar level, Mozell reports that Live '99 will deliver more challenge.

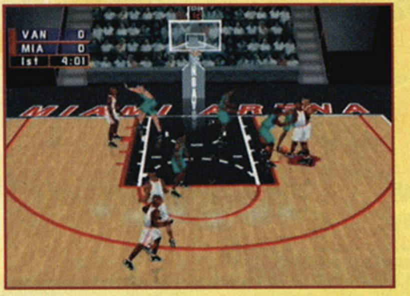
As for features, Live '99 will enable managers to draft their own custom team, create players, and even fashion their own custom league. Gamer-controlled dunks will strive for "NBA intensity with limbs flying everywhere," Mozell says, while snipers can drain treys in a three-point shootout. When it comes to strategy, the playbooks are being rewritten to add more





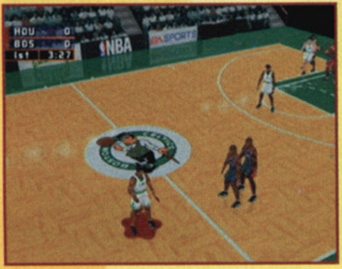


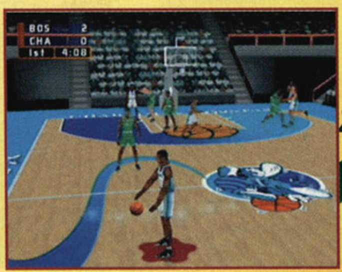
NBA Live finally starts burying buckets on the N64 in the '99 season, and the early indications are promising for this 64-bit rookie.



plays and become more user-friendly for every level of player. Finally, both versions will feature play-by-play commentary, but the PlayStation game will also have a color commentator.

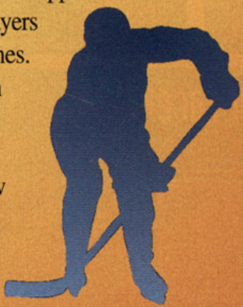
On the graphics side, the N64 version we saw already looked very sharp with slick arenas and players so detailed that their arm muscles were defined. At press time, the PlayStation version was still under wraps, but we saw the awesome new player model. Each athlete had much smoother animations, a recognizable face, and their own real-life body shape. Live '99's eye-catching lighting effects smoothed out much of the angularity of the polygons, too, making the players look much more natural.





Setting Off Sirens with NHL '99

NHL '99 is also facing off on the N64 for the first time this year, and Senior Associate Producer Dave Warfield explains that his team is taking an in-depth look at that game's A.I. as well. Better player intelligence in face-offs, behind the net, in the neutral zone, and on breakaways should improve the gameplay. The passing's also being revamped so that it's easier to hit the right man, intercept a pass, lead somebody out, or lay a drop pass. Plus, fighting will happen more like it actually does in the NHL, meaning players will drop the gloves in heated, hard-checking games.

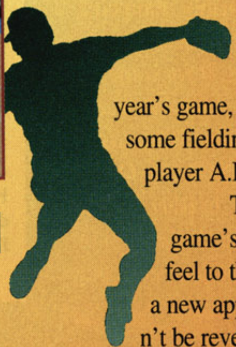


The on-the-fly strategy is being refined with the addition of new plays sketched out by former Avalanche coach Marc Crawford, but better yet, the playbooks will now be animated to show how the play works. Rookies will also be able to turn to in-game text that explains the strategies.

Other cool new features include an expansion draft for the Nashville Predators, analog controller support, and 18 international teams: including Olympic gold-medal winners, the Czech Republic. A new Beginner mode should broaden the appeal of the game by adding arcade-focused pick-up-and-play action—much like the Genesis versions of NHL. "You won't need to know the rules or the strategy," says Warfield. "It's all about big hits and big goals."

While NHL '99 was far too early in development to judge the visuals, EA did a new round of motion-capture with players like the Canucks' Donald Brashear and the Panthers' John Vanbiesbrouck, as well as Hollywood stuntmen who did some serious tumbling to make the checks look vicious. Finally, NHL broadcasters Jim Hughson and Daryl Reaugh return to the PlayStation with commentary that they analyzed themselves to fit the action more appropriately, while ESPN's Bill Clement will call the play-by-play for the N64 version.

Sneak Peek: Triple Play 2000



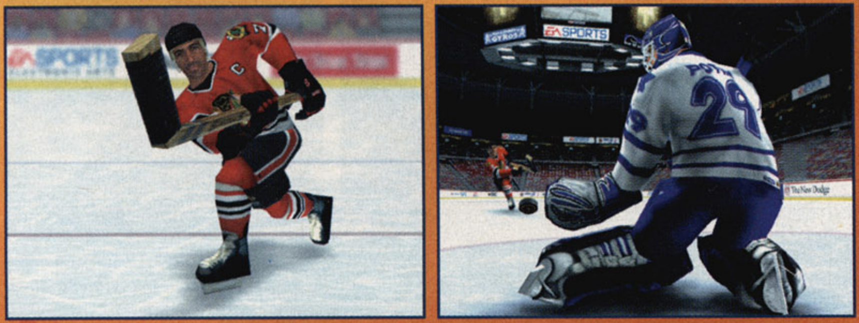
Even though Triple Play '99's still in stores, EA's already begun work on Triple Play 2000. Producer Chuck Osieja reports that Triple Play 2000 will address the obvious issues in this year's game, like the slow frame rate, troublesome fielding controls, and hiccups in the player A.I.

The team also wants to broaden the game's appeal with a more action-oriented feel to the game, and it's experimenting with a new approach to batting. Details couldn't be revealed, but it isn't a cursor-based system—it's something new that Osieja hopes will be more realistic and capture more of the excitement of batting.

Sneak Peek: FIFA '99

As the buzz surrounding the World Cup dies down, FIFA will turn its attention from international play to club action. Assistant Producer Kerry Whalen explains that FIFA '99 will be all about heated club rivalries, full of down-and-dirty soccer. The team also wants to "heighten the player's perceived control," says Whalen, meaning that the game will do more of the grunt work for the player, such as aiming passes or timing tackles.

NHL '99



Understandably, the PlayStation and N64 editions of NHL '99 won't approach the glory of these rendered player models from the PC version, but they offer a glimpse of the kind of quality and detail that the NHL team is striving for.

Great Training Camp

EA Sports definitely has its work cut out for it this summer in Vancouver, but if everything comes together as planned, NHL '99 and Live '99 will certainly rank among the best of the season. Watch for all of these games to hit shelves at the start of their respective pro seasons—roughly, October for NHL and November for Live—and stay tuned to these pages for more news as fall approaches. G

SPORTS PAGES

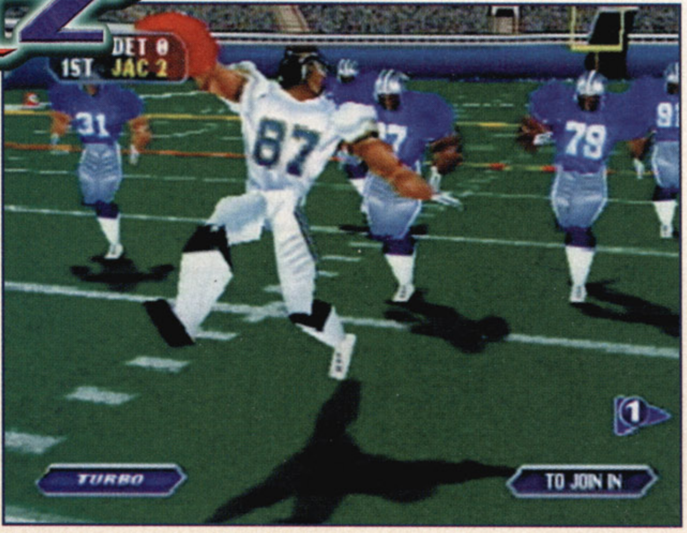
FIRST LOOK

Nintendo 64

PlayStation

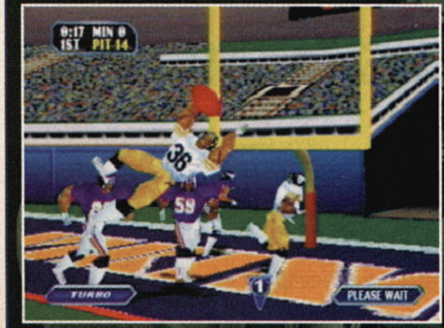
NFL BLITZ

By The Rookie


DET 0
1ST JAC 2
TURBO
TO JOIN IN

Fresh from the arcades, NFL Blitz is getting ready to knock down your front door and crush your television with all the bone-breaking, out-of-control football action you can handle.

Body Count


TURBO
PLEASE WAIT

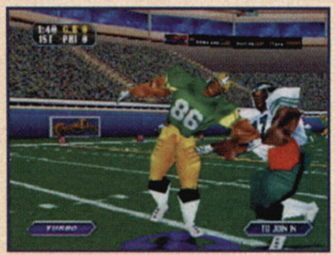
You've probably seen it in every bowling alley and arcade across the land, and you've probably dumped a million quarters into its slots. If for some reason you haven't seen it by now, Blitz takes on the NFL like Open Ice and Jam took on the NHL and NBA, respectively. In Blitz, the players on the field are limited to seven-on-seven (instead of eleven-on-eleven as in the real NFL), and you have only a set number of plays to run on both sides of the ball. Also unlike the NFL, you have to go thirty yards for a first down and there are no penalties. Better yet, the action is nonstop and full of WWF-style mayhem, while the pace is lightning fast.

TURBO
PRESS START

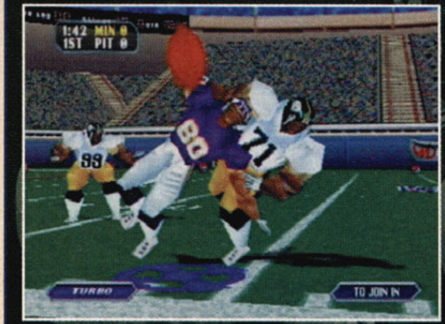
TURBO
PLEASE WAIT

TURBO
PLEASE WAIT

TURBO
PLEASE WAIT


TURBO
TO JOIN IN

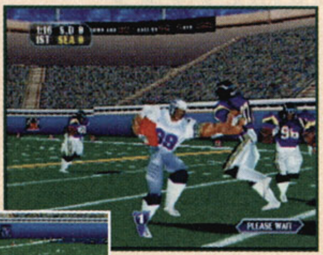
In Your Face!


TURBO
TO JOIN IN

While it still hasn't been decided what features (like PlayStation or N64-only modes and teams) will go into the console versions, it's a good bet that Blitz's gameplay will mirror its arcade counterpart, thus including all the NFL franchises; top players like Rice, Sanders, and Favre; bodyslam and clothesline tackles; and smack-talk galore.

As these screens show, the N64 version is coming along quite nicely, exhibiting highly detailed players and fields. Now the only question that remains is: How well will Blitz play? Check out *GamePro* in the coming months for more details.

CARNEVIL
TURBO
PLEASE WAIT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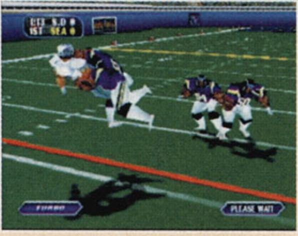

TURBO
PLEASE WAIT

Note: All screens are from the Nintendo 64 version.

Developed and published by Midway Home Entertainment
Available September

50% COMPLETE

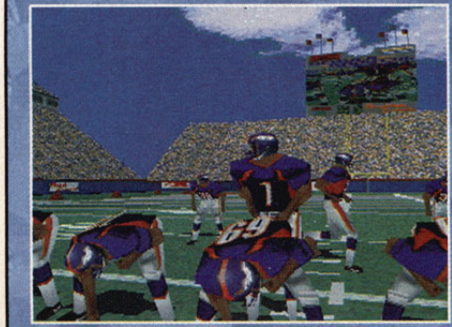
FIRST LOOK

PlayStation

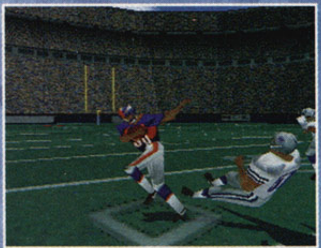
By Johnny Ballgame

NFL GameDay 99

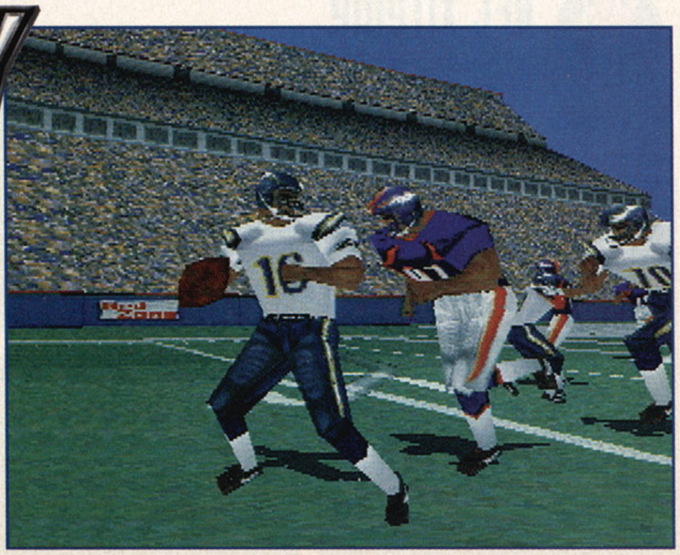
All-Pro Potential



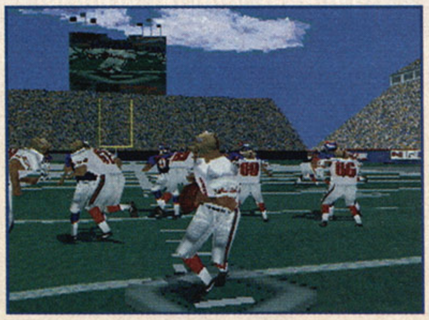
Throughout the years, GameDay's player control has always been at superstar levels, and this year Sony hopes to add even more innovations and improvements to its game. For starters, the Total Control Passing feature is being refined to include every aspect of the passing game: You'll be able to toss lobs over a receiver's shoulder as well as throw bullet strikes. Also new this season are option routes, where receivers will change their pass patterns depending on the defensive coverage, and the defense will disguise their coverages so the offense won't be able to read them.

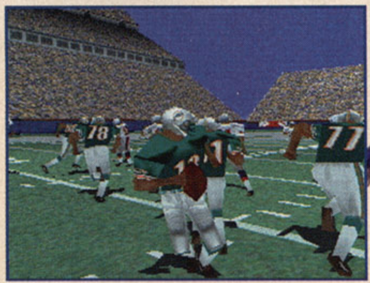


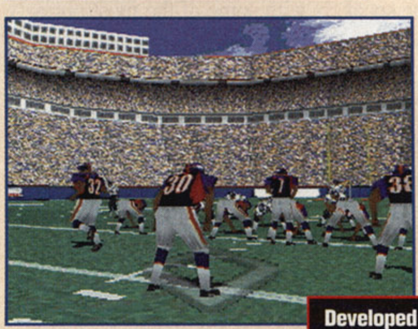
We haven't played the game yet, but if football history repeats itself, NFL GameDay '99 will be one of the top sports games of the year.

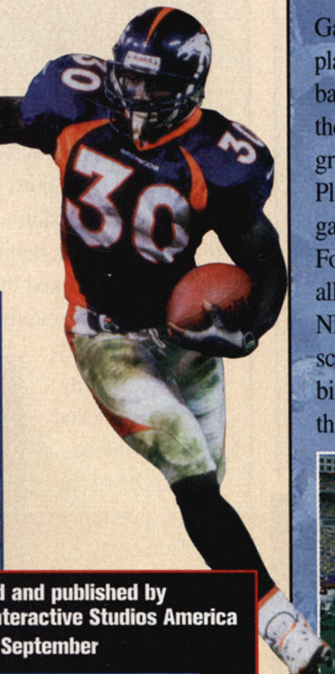


The best-selling football game of '97 is back for another title run on the PlayStation, promising enhanced graphics and the most advanced A.I. to ever tackle the gridiron.





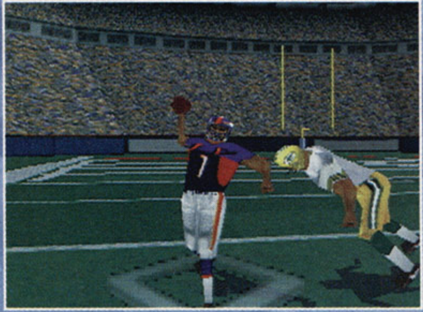




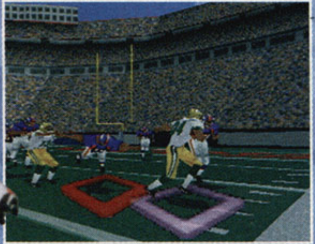
Developed and published by Sony Interactive Studios America
Available September

50% COMPLETE

Upgrading the Roster



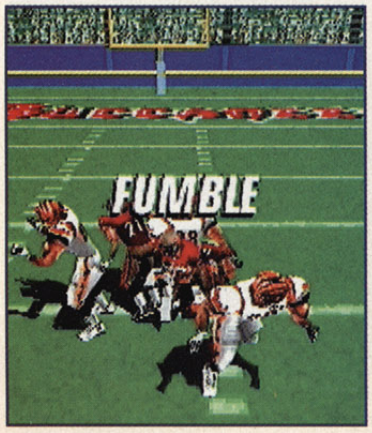
GameDay '99 plans to blitz football fanatics with the most realistic graphics of any PlayStation sports game this season. For the first time, all your favorite NFL stars will be scaled to their actual height and weight—quarterback sacks and big defensive hits should look even more punishing and brutal than before! GameDay will also feature solid player animations, showing over 50 touchdown celebrations, powerful ball carriers dragging defenders into the end zone, and incredibly violent tackles such as flips and clotheslines.

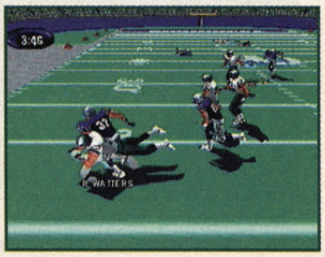


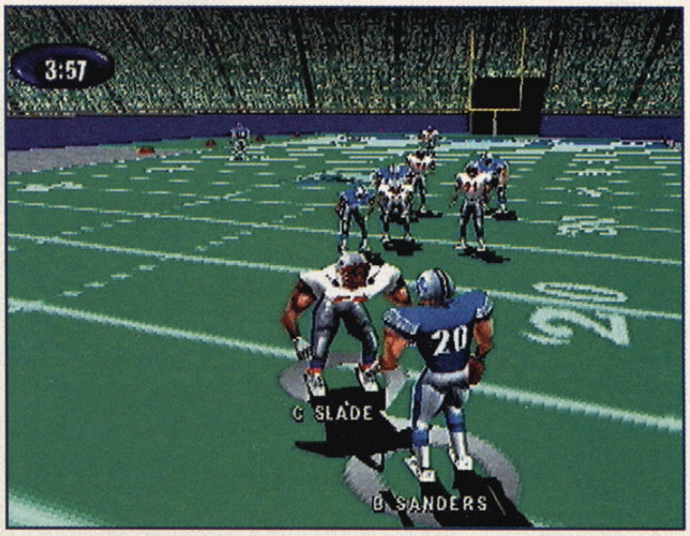
NFL Xtreme

PlayStation

By The Rookie



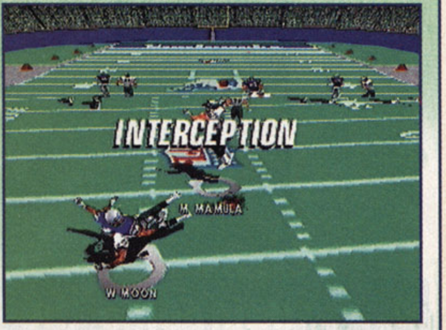




NFL Xtreme looks to explode through your TV screen with some of the most raucous football action ever seen on the PlayStation.

3:58
J. BETTIS

A Bigger, Badder Gridiron

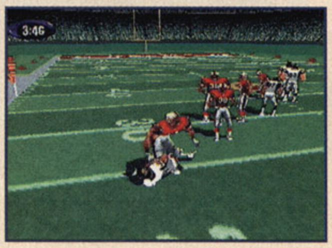


Sony's hitting the frozen tundra with a pigskin title that even non-sports gamers will be lining up to play. NFL Xtreme is the latest title from the developers of NFL GameDay: It's an insane, fast-paced game where the players are big, but the hits are bigger.

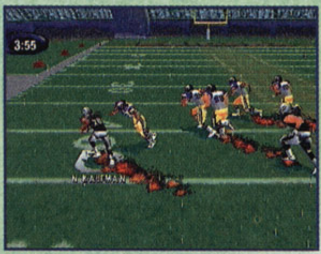
Xtreme features five-on-five action in Exhibition, Season, and Playoff modes with real NFL teams, players, and authentically rendered fields. To add to the game's over-the-top attitude, all the players on the field are eligible to receive passes (even the center) and there are no out of bounds or penalties. And while the game isn't a sim at heart, you still have complete control over your roster: You can trade, create, release, and draft players and you can even track your stats for individual games as well as for an entire season.

Developed and published by Sony Interactive Studios America
Available July

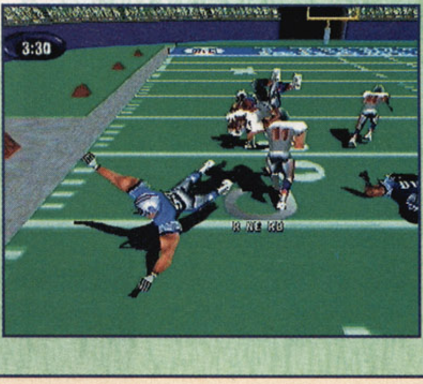
80% COMPLETE



100 Percent Pure TNT



In the hands-on copy we played, Xtreme sported graphics that put a hurtin' on every other PlayStation football title with its smooth, detailed, behemoth-looking players. Everything from the logos on the helmets to the muscle definition on Neil Smith's biceps was superbly rendered. The player animations were just as spectacular, featuring wicked clothesline, bodyslam, and upending tackles, running backs that drag defensemen behind them, and much more. On the sound side, Xtreme rocked the speakers with some of the most outrageous collision sounds around—and when playing in the rain, thunder and lightning accompany especially wicked hits. If Sony adjusts some of the minor gameplay mechanics as it plans, Xtreme will offer some Xcellent Blitz–like action this summer.



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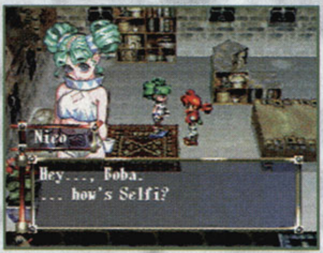
ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • AUGUST '98

PlayStation

Azure Dreams

By Boba Fatt

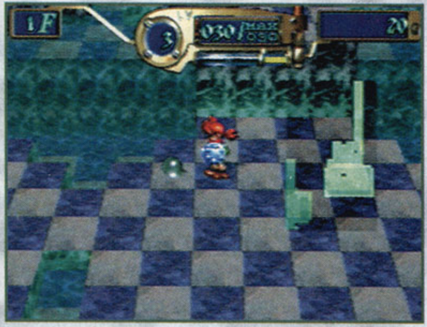


Nico

Hey..., Boba.
... how's Selfi?

PROTIP: You have that warm fuzzy feeling for Nico, so take some steps to impress her.

In Azure Dreams, you live in a village on the cusp of the Monster Tower, a dangerous, sky-high labyrinth. The locals will pay well for the tower's monster eggs, which are hatched to produce "familiars" (or fighting companions), ranging from flower beasts to mini-dragons. On your 15th birthday, you must venture into the tower to help your village and to woo a love interest who's being courted by another.

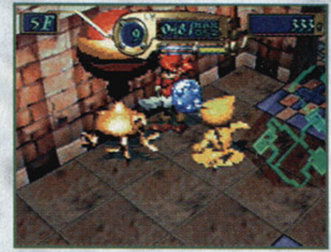


PROTIP: The weapon balls are generally the most valuable items in the Monster Tower. They have limited ammo and are worth more when unused, so use them only in tight jams.

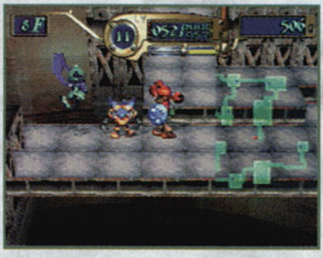
Leveling and Language Blues

Each time you enter the tower, your experience, hit points, and attack and defense levels reboot to the minimum, forcing you to "level," or kill enemies repeatedly to attain status. Because you don't retain these points, however, your progress hinges more on collecting randomly placed weapons, eggs, and treasure than on skill or smart fighting. This aspect, in addition to the hidden traps that can permanently handicap your weapons, makes your success or failure the frustrating result of blind luck and chance encounters.

Your biggest challenge, though, is overcoming the poor Japanese-to-English translation with its vague item descriptions and bewildering doublespeak. Insufficient instructions and complicated controls also result in a steep learning curve and confusion.



PROTIP: The Diamond Shield is unaffected by Rust spells, so find one and stick with it, using every Blue Sand you find to increase its power.

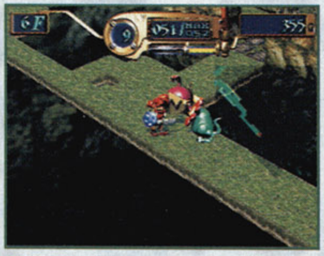


PROTIP: The Clown will use the LoDown spell to lower your level, so keep a familiar between you and it. You'll need those precious levels.

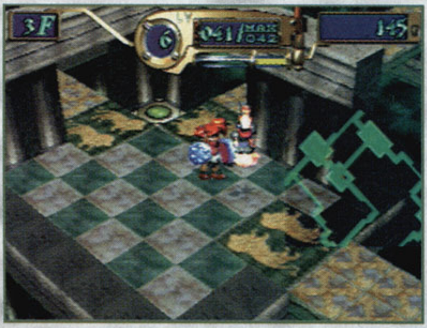
Monster Madness

Azure Dreams' colorful, vibrant graphics never look ambitious, but they suit the overly innocent style well enough, as does the score. The cute, repetitive jingle is surprisingly unobtrusive, though it fails to create tension. Similarly, the sound effects suit their purpose, but make the entire affair seem like a Nickelodeon special.

Technically, this game is far from impressive, but the monsters do have interesting, unique attacks and abilities, which provide formidable strategic challenges to the turn-based confrontations. The villagers have depth, and it's a hoot to watch them react as you improve the town. You can even build a racetrack or casino and gamble with your fortune.



PROTIP: Return your familiars to the bag. The Blume plant beastie will try to turn them against you with a Brainwash spell.



PROTIP: Hang out by the elevators at the end of each floor and take out monsters for extra experience. It's better to fight from an elevated position.

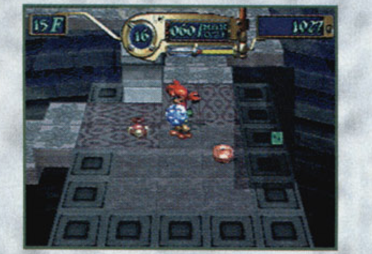
Dream or Nightmare?

Azure Dreams offers unique twists on the RPG formula, but its repetitiveness, poor translation, and frustrating luck-based evolution result in a game that fails to deliver on its potential. Nevertheless, the game is addictive, and the interesting villains and monster training are compelling. It's certainly a rent-first title, but fans of turn-based adventures like Suikoden or Vandal Hearts may find themselves having Azure Dreams (whatever that means). G

Azure Dreams by Konami

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Price not available	Rotating views
Available now	Challenge: Advanced
RPG	Replay value: Low
1 player	ESRB rating: Everyone



PROTIP: Take this pot on the tower's 15th floor to the man in the village near the windmills. It will help your people later.

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Two unique role playing games for the Nintendo® Game Boy.

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N64® Version Coming Soon

Legend of the River King GB is the first and only game that combines the action of a fishing game with a dynamic RPG story for a unique game experience. However, there's a catch. Instead of fighting the usual bunch of monsters, you'll battle with 40 different species of fish. But this isn't drowning a few worms for fun; you're on a quest to save your ill sister. The only chance to save your sister is to reel in the magical Guardian Fish. To land this whale of a fish, you'll have to travel the land selling your prized catches for money. Only after buying the best equipment and gaining experience, will you be able to conquer this trophy catch.

With hours and hours of exciting game play, once you play Legend of the River King, you'll be hooked!

Wake up with the sun. Feed the chickens. Milk the cows. And, don't forget to go to the market...all before breakfast.

The Super NES® classic Harvest Moon is now available for the Nintendo® Game Boy® with all of the charm of the original and many new surprises. Designed to reward hard work and smart decision making, Harvest Moon GB is a unique blend of a role playing and a farming simulation game. Since this game is compatible with the Game Boy Game Link®, you can exchange animals and seeds with your friends to create your own unique ranch. Best of all, Harvest Moon GB offers a greater variety of characters, crops and animals to choose from, making each game's outcome more fun and less predictable. Oh no! You forgot to plow the fields. Looks like no dinner tonight.

GAME BOY
HARVEST MOON GB
OFFICIAL GAME LINK GAME PAK
RATING PENDING
RP
CONTENT RATED BY ESRB
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Official Nintendo Seal of Quality

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Nintendo
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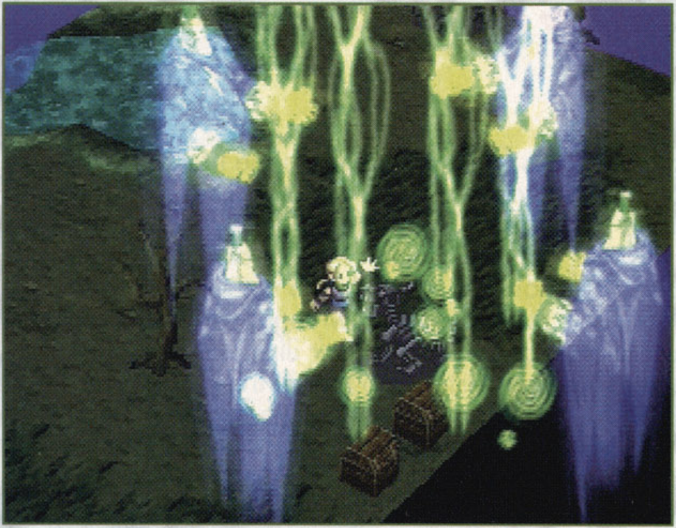
CONTENT RATED BY ESRB

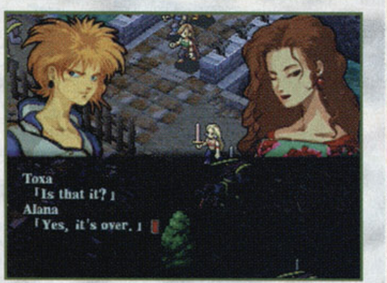
Kartia

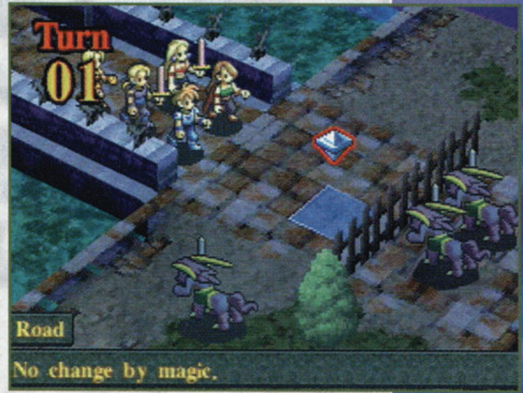
PlayStation

By Robinson Hood

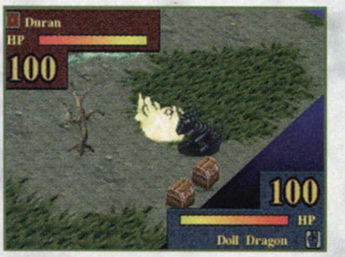


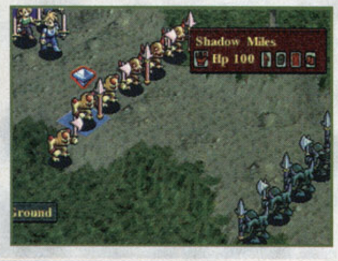
Kartia (previously titled Rebus) is a new strategy RPG by the creators of Revelations: Persona, and it already looks like a serious threat to the current kings of fantasy warfare, Tactics Ogre and Final Fantasy Tactics.


Toxa
「Is that it?」
Alana
「Yes, it's over.」



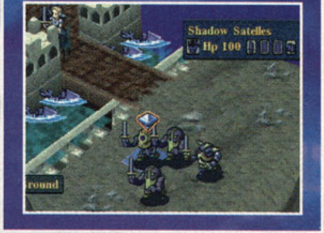
No change by magic.





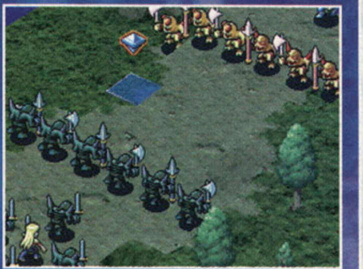
Karte Blanche

The peaceful and extremely prosperous world of Rebus is under attack by thieves, and only you and your army have the strength to stop them. Your power and special items come from a mysterious card known as Kartia. Using the card enables you to create unique armor, weapons, monsters, and magic, all of which are designed to help your soldiers achieve victory. Other exciting features in the game include the ability to use memory cards to trade items with your friends, a two-player mode where each person can use the weapons and items they've collected during one-player games against each other, and two separate story lines that depend upon which character you assume.



Phantom Fighting

Fighting enemies in Kartia is a different monster than in other RPGs. Because there are so few swords and arrows to be found on the battlefields, your army must instead use phantoms as its weapons. Three phantom groups—Common, Doll, and Shadow—dominate the game, each with its own strengths and weaknesses when up against the other phantom types. For example, Doll phantoms fight strongly against Shadows but are vulnerable to Commons, while Commons work well against Dolls but get their butts whipped by Shadows. Cool gameplay elements like this could make Kartia one of the most unique RPGs coming out this year.



Developed and published by Atlus
Available August
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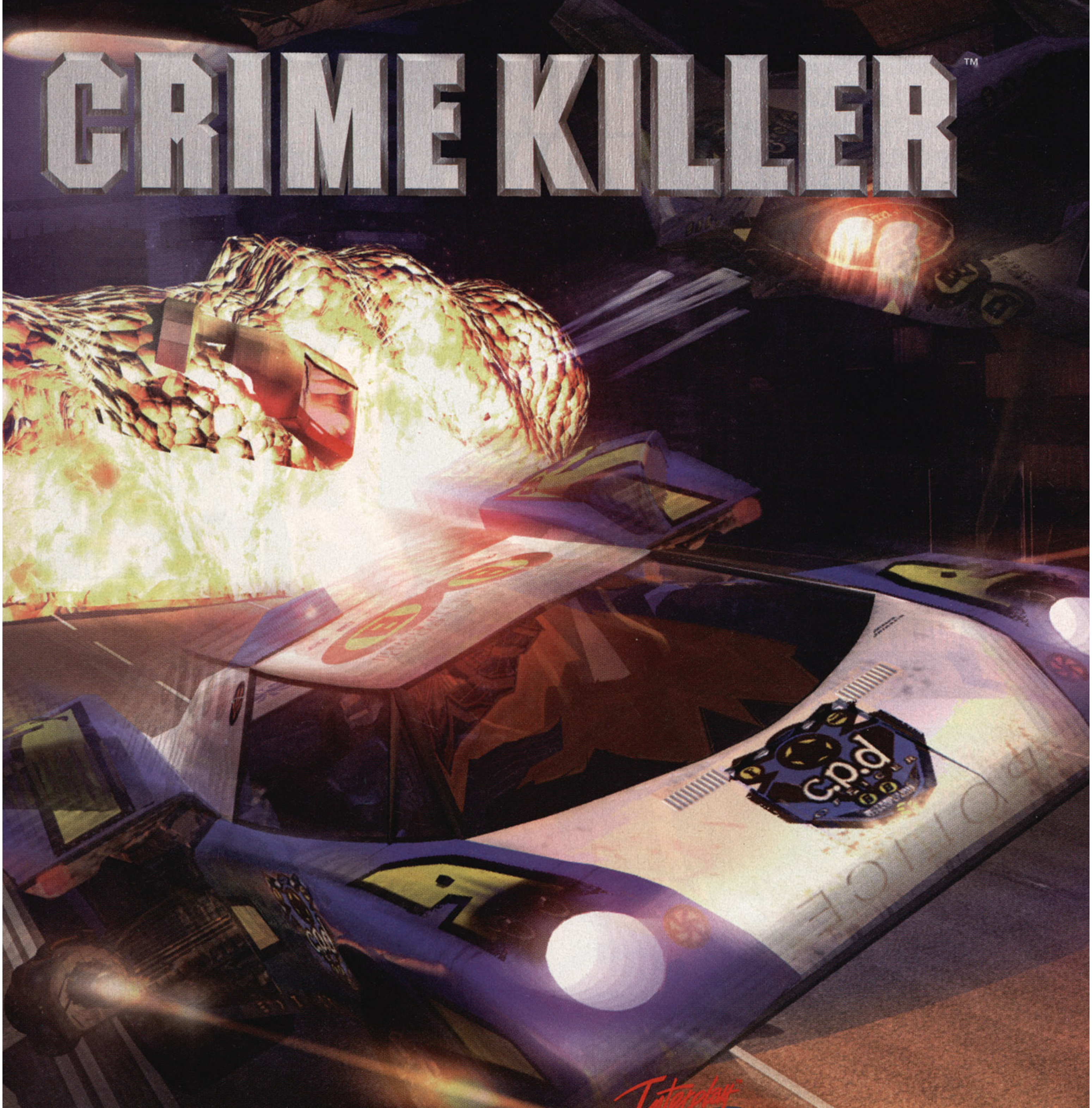
NOTHING OUTRUNS THE LONG ARM OF THE LAW.

In the 21st century, a license to kill and heavily armed, turbo-charged patrol vehicles are all you need to keep the peace. Just don't get blown to pieces in the process.



TEEN
CONTENT RATED BY ESRB

PlayStation®

Developed by:
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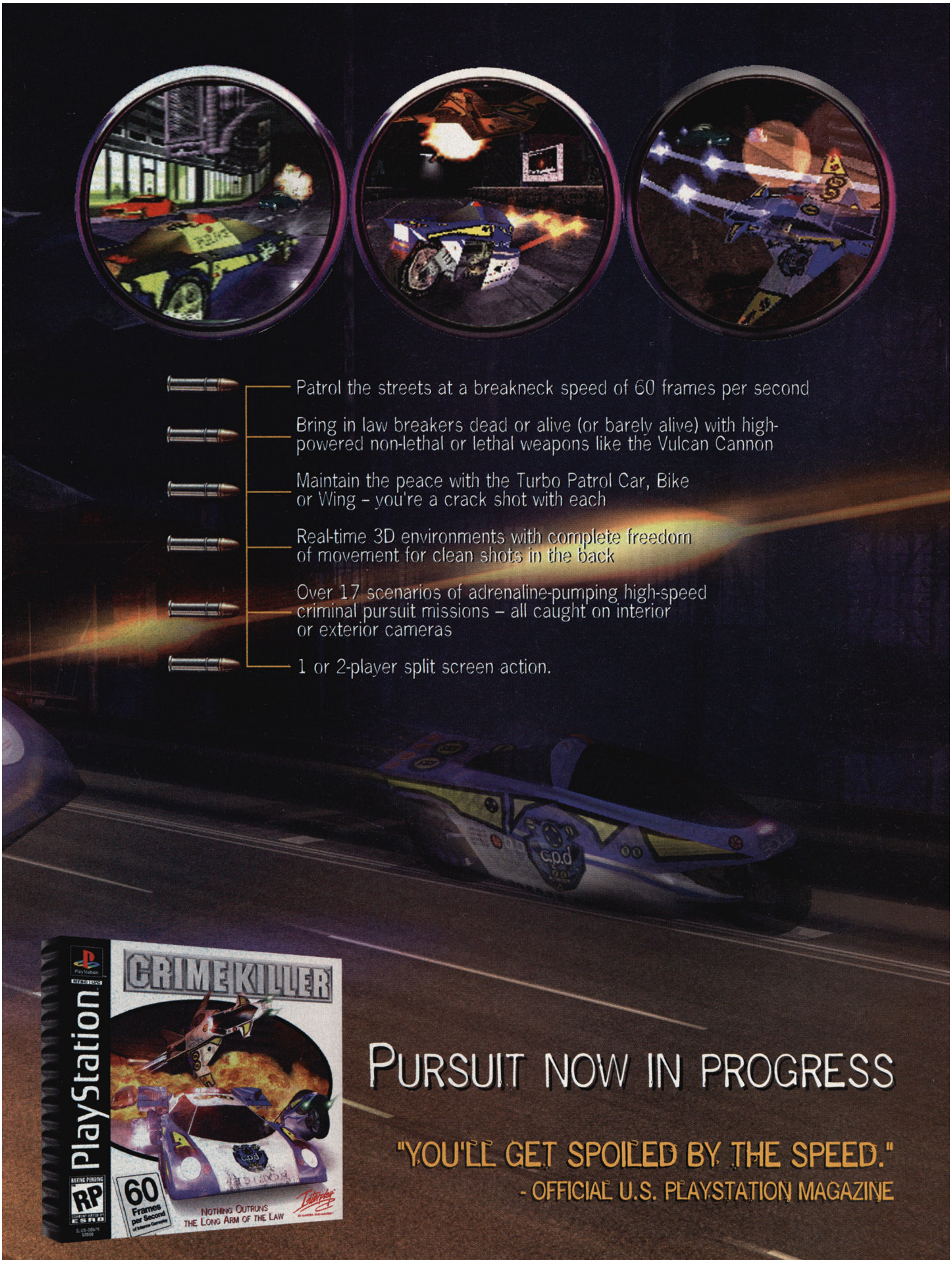
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- OFFICIAL U.S. PLAYSTATION MAGAZINE

THE FIGHTER'S EDGE

PlayStation and Nintendo 64

Double Whammy!

This month learn to bust heads in two awesome fighting games—

WWF War Zone & Mortal Kombat 4

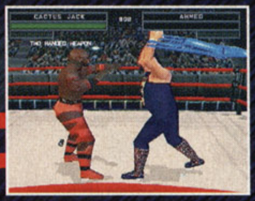
WWF WAR ZONE

WWF War Zone sets the ring on fire with its wicked and wild wrestling action! Here are all the moves for the nine biggest names in the game, from "Stone Cold" Steve Austin to "The People's Champ," The Rock.

By Johnny "I'd rather be in Chyna" Ballgame

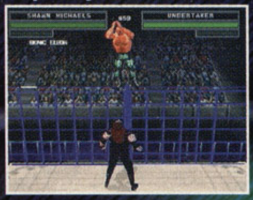
BASIC SKILLS

Chairs, Tables, and Bells



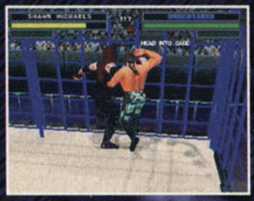
In Weapons mode, a variety of nasty foreign objects are lying around ringside that you can use to clobber your opponent. To pick up a weapon, stand over it and tap TU. To strike your opponent with the weapon, tap P. To drop the weapon, tap TU.

Superfly



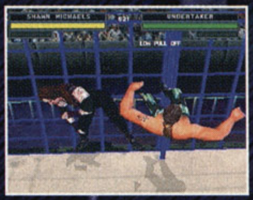
During Steel Cage matches, tap CLM when standing near the cage to climb up its side. When you reach the top of the cage, tap P or K to nail your opponent with a high-flying maneuver.

That's Gonna Leave a Mark



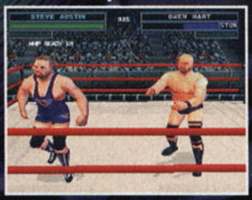
To slam your opponent's head into the steel cage, stand near the cage and tap →, P or ←, P.

Get Down!



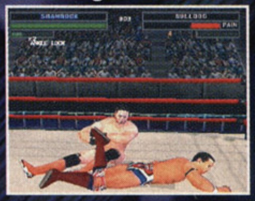
If your opponent is trying to climb the cage or is standing on the top rope, tap TU to yank him down.

Irish Whip



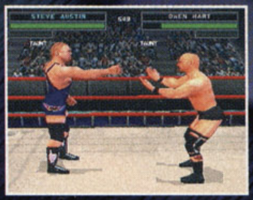
To whip your opponent into the ropes, tap →, →, BLK or ←, ←, BLK, or ↑, ↑, BLK or ↓, ↓, BLK.

Finishing Moves



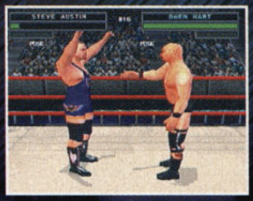
To perform your finishing move, your opponent's health meter must be in the red.

Taunt



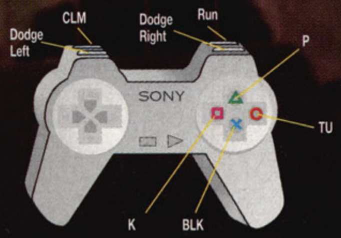
To taunt your opponent, tap (P BLK).

Pose

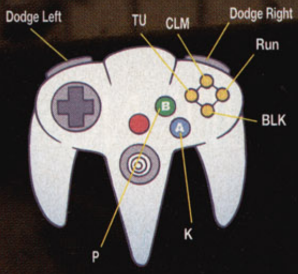


To strike a pose, tap (K TU).

PlayStation



Nintendo 64



Controller Legend

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the indicated buttons or directions in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

BLK = Block
CLM = Climb
K = Kick
P = Punch
TU = Tie Up

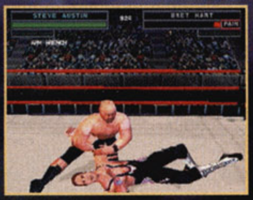
Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← commands.

"Stone Cold" Steve Austin

SPECIAL ATTACKS

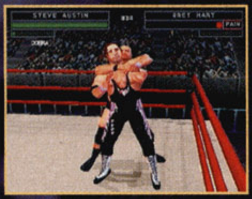
Note: Perform these moves when in close to your opponent.

Arm Wrench



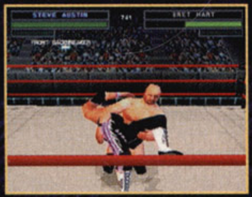
Tap →, →, P or ←, ←, P

Cobra



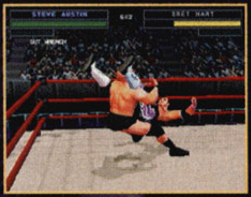
Tap →, ↑, TU or ←, ↑, TU

Front Backbreaker



Tap →, ↓, TU or ←, ↓, TU

Gut-Wrench Power Bomb



Tap →, ←, P or ←, →, P

Samoan Drop
Tap →, ↑, P or ←, ↑, P

Overhead Belly-to-Belly Suplex
Tap →, ←, TU or ←, →, TU

DDT
Tap →, ↓, K or ←, ↓, K

Body Slam
Tap →, ↓, P or ←, ↓, P

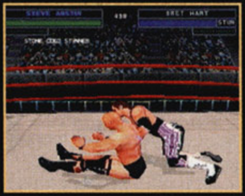
Clothesline
Tap ↑, ↑, P or ↓, ↓, P

Side Belly-to-Belly Suplex
Tap ↑, ↑, K or ↓, ↓, K

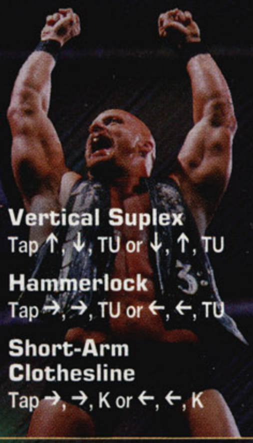
Single-Arm DDT
Tap →, ↑, K or ←, ↑, K

Spine Buster
Tap ↑, ↓, K or ↓, ↑, K

"Stone Cold" Stunner



When your opponent's health meter is red, tap →, →, ↑, (TU BLK) or ←, ←, ↑, (TU BLK)



Vertical Suplex
Tap ↑, ↓, TU or ↓, ↑, TU

Hammerlock
Tap →, →, TU or ←, ←, TU

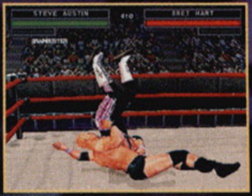
Short-Arm Clothesline
Tap →, →, K or ←, ←, K

Photo by Rich Freeda

TIE-UP MOVES

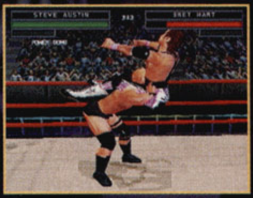
Note: Perform these moves when you're in the tie-up position with your opponent.

Brain Buster



Tap →, ←, P or ←, →, P

Power Bomb



Tap →, ↑, TU or ←, ↑, TU

"Stone Cold" Stunner
When your opponent's health meter is red, tap →, →, TU or ←, ←, TU

Hammerlock
Tap K

Backbreaker
Tap P

Overhead Belly-to-Belly Suplex
Tap →, TU or ←, TU

Vertical Suplex
Tap →, ↑, K or ←, ↑, K

Irish Whip
Tap BLK

DDT
Tap →, P or ←, P

Fisherman's Suplex
Tap TU

Inverted Atomic-Drop
Tap →, K or ←, K

Photo by Tom Buchanan

RUNNING ATTACKS

Note: Perform these moves when running toward your opponent.

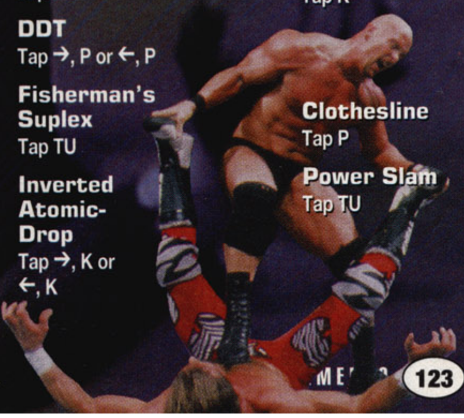
Clothesline
Tap K or TU

Thez Press
Tap P

ATTACKS AGAINST RUNNING

Note: Perform these moves when your opponent is running toward you.

Back Body-Drop
Tap K



Clothesline
Tap P

Power Slam
Tap TU

JACKED IN THE BACK

Note: Perform these moves from behind your opponent.

Pump-Handle Slam
Tap K

Cobra
Tap P

Reverse DDT
Tap TU

Side Slam
Tap ↑, TU or ↓, TU

GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

Diving Elbow-Smash
Tap ↓, P

Fist Drop
Tap P

Leg Drop
Tap ↓, K

Stomp
Tap K

Front Elbow
While running, tap P

Running Elbow-Drop
While running, tap K

Running Leg-Drop
While running, tap TU

GROUND HOLDS

Note: Perform these moves when your opponent is stunned and on the ground.

Half-Crab
When near your opponent's feet, tap →, ←, K or ←, →, K

Step Over Toehold
When near your opponent's feet, tap →, ↑, K or ←, ↑, K

STF
When near your opponent's feet, tap →, ↓, K or ←, ↓, K

Texas Cloverleaf
When near your opponent's feet, tap ↑, ↓, K or ↓, ↑, K

Arm Wrench
When near your opponent's head, tap →, ←, P or ←, →, P

Painkiller
When near your opponent's head, tap →, ↑, P or ←, ↑, P

Rear Chin-Lock
When near your opponent's head, tap →, ↓, P or ←, ↓, P

Reverse Chin-Lock
When near your opponent's head, tap ↑, ↓, P or ↓, ↑, P

Standing Arm-Bar
When next to your opponent's head, tap →, →, P or ←, ←, P

COMIN' TOP ROPE

Note: Perform these moves either off the top rope or off the ring apron onto your opponent outside the ring.

Double Foot-Stomp
When your opponent is on the ground, tap K

Driving Elbow
When your opponent is on the ground, tap P

Fist Drop
When your opponent is on the ground, tap BLK

Splash
When your opponent is on the ground, tap TU

Bionic Elbow
When your opponent is standing, tap K

Clothesline
When your opponent is standing, tap P

Forearm Smash
When your opponent is standing, tap BLK

Shoulder Tackle
When your opponent is standing, tap TU

CORNER MOVES

Note: Perform these moves when your opponent is stunned and in the corner.

Climb Turnbuckle and Pummel
Tap P

Repeated Elbows
Tap TU

Repeated Kicks
Tap K

Belly-to-Belly Suplex
Tap ↑, ↑, K or ↓, ↓, K

Top-Rope Superplex
Tap ↑, ↑, TU or ↓, ↓, TU

Head Ram
When behind your opponent, tap P

Pump-Handle Slam
Tap K or TU

Charging Clothesline
When running tap P, K, or TU

The Rock

SPECIAL ATTACKS

Note: Perform these moves when in close to your opponent.

Front-Face DDT

ROCKY
GOLDUST

Tap →, ←, P or ←, →, P

Short-Arm Clothesline

ROCKY
GOLDUST

Tap ↑, ↑, TU or ↓, ↓, TU

Hurricanranna

ROCKY
GOLDUST

Tap →, ←, ↑, K or ←, →, ↑, K

Maivia Hurricane

ROCKY
GOLDUST

Tap →, ←, ↑, P or ←, →, ↑, P

Arm Drag
Tap ↑, ↑, P

Drop Toehold
Tap ↓, ↓, K

Headlock Takedown
Tap →, →, TU or ←, ←, TU

Overhead Belly-to-Belly Suplex
Tap →, ↑, TU or ←, ↑, TU

Rock Bottom

ROCKY
GOLDUST

When your opponent's health meter is red, tap →, →, ↑, (P TU) or ←, ←, ↑, (P TU)

Japanese Arm-Drag
Tap ↓, ↓, P

Samoan Drop
Tap →, ↑, P or ←, ↑, P

Shoulder Breaker
Tap →, ↓, P or ←, ↓, P

Spine Buster
Tap ↑, ↓, P or ↓, ↑, P

Side Belly-to-Belly Suplex
Tap ↑, ↑, K or ↓, ↓, K

TIE-UP MOVES

Note: Perform these moves when you're in the tie-up position with your opponent.

Double Underhook Suplex

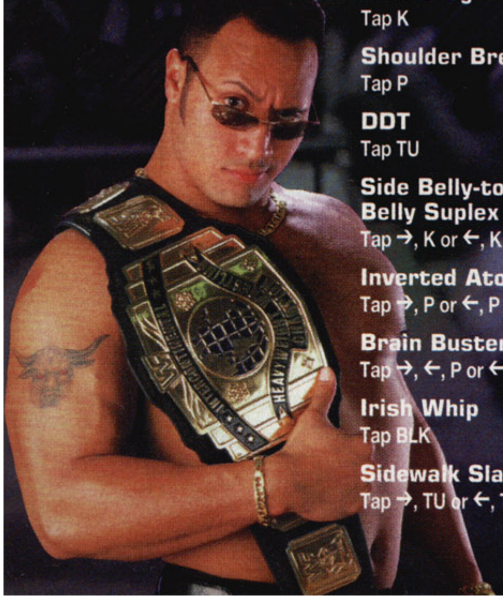
ROCKY
GOLDUST

Tap →, ↓, K or ←, ↓, K

Piledriver

ROCKY
GOLDUST

Tap ↑, ↓, TU or ↓, ↑, TU



Arm Drag
Tap K

Shoulder Breaker
Tap P

DDT
Tap TU

Side Belly-to-Belly Suplex
Tap →, K or ←, K

Inverted Atomic-Drop
Tap →, P or ←, P

Brain Buster
Tap →, ←, P or ←, →, P

Irish Whip
Tap BLK

Sidewalk Slam
Tap →, TU or ←, TU

JACKED IN THE BACK

Note: Perform these moves from behind your opponent.

Pump-Handle Slam
Tap P

Cross-Face Chicken Wing
Tap K

Belly-to-Back Suplex
Tap →, P or ←, P

Reverse DDT
Tap TU

Victory Roll
Tap ↑, TU or ↓, TU

RUNNING ATTACKS

Note: Perform these moves while running toward your opponent.

Crucifix
Tap TU

Drop Kick
Tap K

Flying Clothesline
Tap P

Hurricanranna
Tap (K BLK)

ATTACKS AGAINST RUNNING

Note: Perform these moves when your opponent is running toward you.

Back Body-Drop
Tap P

Drop Kick
Tap K

Hurricanranna
Tap →, K or ←, K

Power Slam
Tap TU

GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

Leg Drop
Tap ↓, K

Splash
Tap P

Stomp
Tap K

Standing Moonsault
Tap BLK

Running Knee-Drop
When running, tap K

Leg Drop
While running, tap P

Diving Splash
While running, tap TU

GROUND HOLDS

Note: Perform these moves when your opponent is stunned and on the ground.

Elbow Drop
When near your opponent's feet, tap →, ←, K or ←, →, K

Inverted STF
When near your opponent's feet, tap →, ↑, K or ←, ↑, K

Spinning Toehold
When near your opponent's feet, tap →, ↓, K or ←, ↓, K

STF
When near your opponent's feet, tap ↑, ↓, K or ↓, ↑, K

Reverse Chin-Lock
When near your opponent's head, tap →, ←, P or ←, →, P

Short-Arm Scissors
When near your opponent's head, tap →, ↑, P or ←, ↑, P

Standing Arm-Bar
When near your opponent's head, tap →, ↓, P or ←, ↓, P or ↑, ↓, P or ↓, ↑, P

COMIN' TOP ROPE

Note: Perform these moves either off the top rope or off the ring apron onto your opponent outside the ring.

Elbow Drop
When your opponent is on the ground, tap P

Fist Drop
When your opponent is on the ground, tap BLK

Splash
When your opponent is on the ground, tap TU

Knee Drop
When your opponent is on the ground, tap K

Body Press
When your opponent is standing, tap TU

Clothesline
When your opponent is standing, tap P

Drop Kick
When your opponent is standing, tap K

Shoulder Tackle
When your opponent is standing, tap BLK

CORNER MOVES

Note: Perform these moves when your opponent is stunned and in the corner.

Climb Turnbuckle and Pummel
Tap P

Choke With Boot
Tap K

Flying-Head Scissors
Tap TU

Stinger Splash
Tap →, →, P or ←, ←, P

Swinging DDT
Tap →, →, K or ←, ←, K

Belly-to-Belly Suplex
Tap ↑, ↑, P or ↓, ↓, P

Hurricanranna
Tap ↑, ↑, K or ↓, ↓, K

Superplex
Tap ↑, ↑, TU or ↓, ↓, TU

Head Pound
When behind your opponent, tap P

Pump-Handle Slam
When behind your opponent, tap K or TU

Avalanche
When running, tap P, K, or TU

Photo by Rich Freeda

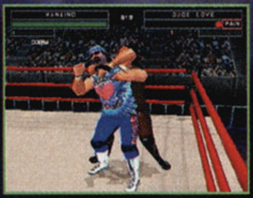
Mankind / Cactus Jack / Dude Love

Note: The moves for these three characters are identical.

SPECIAL ATTACKS

Note: Perform these moves when in close and facing your opponent.

Cobra



Tap ↑, ↑, TU or ↓, ↓, TU

Knee Breaker
Tap →, ↓, TU or ←, ↓, TU

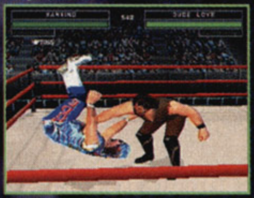
Leg Drag
Tap ↑, ↑, K or ↓, ↓, K

DDT
Tap →, ↓, K or ←, ↓, K

Double-Arm DDT
Tap →, ↑, ↑, TU or ←, ↑, ↑, TU

Gut Wrench
Tap →, ←, P or ←, →, P

Hip Toss



Tap ↑, ↓, K or ↓, ↑, K

Neck Breaker
Tap →, ↓, P or ←, ↓, P

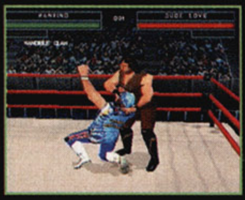
Samoan Drop
Tap →, ↑, P or ←, ↑, P

Side Belly-to-Belly Suplex
Tap ↑, ↓, TU or ↓, ↑, TU

Single-Arm DDT
Tap →, ↑, K or ←, ↑, K

Body Slam
Tap →, ↑, TU or ←, ↑, TU

Mandible Claw



When your opponent's health meter is red, tap →, ←, ↑, TU or ←, →, ↑, TU

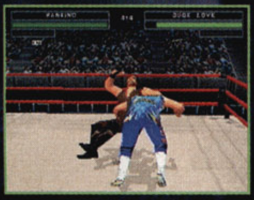
Clothesline
Tap ↑, ↑, P or ↓, ↓, P

Front Backbreaker
Tap →, ←, TU or ←, →, TU

TIE-UP MOVES

Note: Perform these moves when you're in the tie-up position with your opponent.

DDT



Tap P

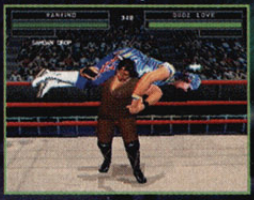
Side Belly-to-Belly Suplex
Tap TU

Inverted Atomic-Drop
Tap →, P or ←, P

Hip Toss
Tap K

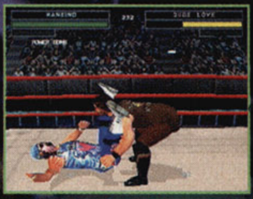
Photo by Rich Freeda

Samoan Drop



Tap →, K or ←, K

Power Bomb



Tap →, ↓, P or ←, ↓, P

Vertical Suplex
Tap →, TU or ←, TU

Brain Buster
Tap →, ←, K or ←, →, K

Piledriver
Tap →, ↑, TU or ←, ↑, TU

Irish Whip
Tap BLK

Mandible Claw
When your opponent's health meter is red, tap →, ←, TU or ←, →, TU

JACKED IN THE BACK

Note: Perform these moves when behind your opponent.

Cross-Face Chicken Wing
Tap →, P or ←, P

Head Slam
Tap P

Nerve Hold
Tap K

Reverse DDT
Tap TU

Side Slam
Tap ↑, TU or ↓, TU

RUNNING ATTACKS

Note: Perform these moves while running toward your opponent.

Spinning Neck-Breaker
Tap K

Tackle With Punches
Tap TU

Clothesline
Tap P

ATTACKS AGAINST RUNNING

Note: Perform these moves while your opponent is running toward you.

Back Body-Drop
Tap P

Flying Back-Elbow
Tap K

Power Slam
Tap TU

GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

Elbow Drop
Tap P

Knee Drop
Tap ↓, K

Leg Drop
Tap ↓, P

Stomp
Tap K

Body Drop
When running, tap TU

Falling Headbutt
When running, tap K

Fist Drop
When running, tap P

GROUND HOLDS

Note: Perform these moves when your opponent is stunned and on the ground.

Elbow Drop
When near your opponent's feet, tap →, ←, K or ←, →, K

Below-Belt Headbutt
When near your opponent's feet, tap →, ↑, K or ←, ↑, K

Leg Grapevine
When near your opponent's feet, tap →, ↓, K or ←, ↓, K

Reverse Indian Deathlock
When near your opponent's feet, tap ↑, ↓, K or ↓, ↑, K

Knee to Back
When near your opponent's head, tap →, ←, P or ←, →, P

Arm Wrench
Tap ↑, ↓, P or ↓, ↑, P

Painkiller
Tap →, ↓, P or ←, ↓, P

Mandible Claw
When your opponent's health meter is red, tap →, ↓, ←, P or ←, ↓, →, P

COMIN' TOP ROPE

Note: Perform these moves either off the top rope or off the ring apron onto your opponent outside the ring.

Somersault Senton Splash
When your opponent is on the ground, tap TU

Driving Elbow
When your opponent is on the ground, tap K

Elbow Drop
When your opponent is on the ground, tap P

Splash
When your opponent is on the ground, tap BLK

Axe-Handle Smash
When your opponent is standing, tap K

Bionic Elbow
When your opponent is standing, tap TU

Clothesline
When your opponent is standing, tap P

Forearm Smash
When your opponent is standing, tap BLK

Body Press
When your opponent is standing, tap (P TU)

CORNER MOVES

Note: Perform these moves when your opponent is stunned and in the corner.

Charging Shoulder-Tackle
Tap TU

Forearm Smash
Tap P

Repeated Kicks
Tap K

Swinging DDT
Tap ↑, ↑, P or ↓, ↓, P

Superplex
Tap ↑, ↑, TU or ↓, ↓, TU

Tree of Woe
Tap ↑, ↑, K or ↓, ↓, K

Head Ram
When behind your opponent, tap P

Pump-Handle Slam
When behind your opponent, tap K or TU

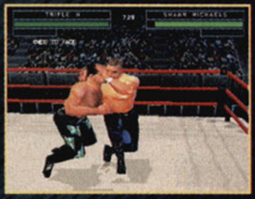
Charging Clothesline
When running, tap P, K, or TU

Triple H

SPECIAL ATTACKS

Note: Perform these moves when in close to your opponent.

Knee to Face



Tap ↑, ↑, K or ↓, ↓, K

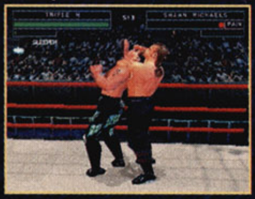
Arm Wrench
Tap →, →, P or ←, ←, P

Clothesline
Tap →, ↓, P or ←, ↓, P

Japanese Arm-Drag
Tap ↓, ↓, P

Knee Breaker
Tap →, ↑, K or ←, ↑, K

Sleeper



Tap →, →, TU or ←, ←, TU

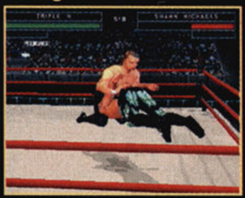
Fisherman's Suplex
Tap →, ↑, TU or ←, ↑, TU

Overhead Belly-to-Belly Suplex
Tap →, ←, TU or ←, →, TU

DDT
Tap →, ↓, K or ←, ↓, K

Drop Toehold
Tap ↓, ↓, K

Pedigree



When your opponent's health meter is red, tap →, ↓, ←, (P TU) or ←, ↓, →, (P TU)

Hammerlock
Tap ↑, ↓, P or ↓, ↑, P

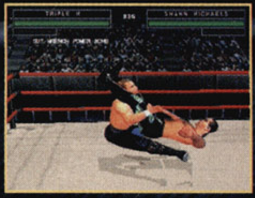
Neck Breaker
Tap →, ↑, K or ←, ↑, K

Vertical Suplex
Tap →, ↓, TU or ←, ↓, TU

TIE-UP MOVES

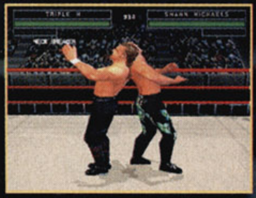
Note: Perform these moves when you're in the tie-up position with your opponent.

Gut-Wrench Power Bomb

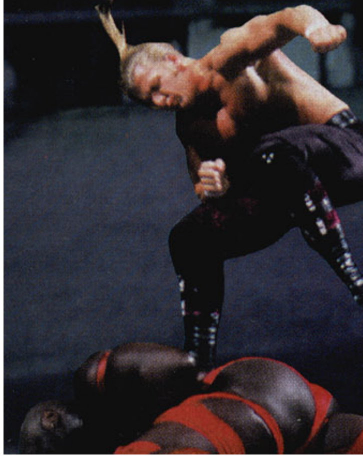


Tap →, P or ←, P

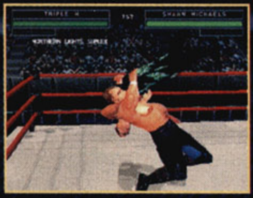
Neck Breaker



Tap P



Northern Lights Suplex



Tap →, TU or ←, TU

Double Underhook Suplex
Tap ↑, ↓, P or ↓, ↑, P

Hammerlock
Tap K

Shoulder Breaker
Tap TU

Fisherman's Suplex
Tap →, K or ←, K

Overhead Belly-to-Belly Suplex
Tap →, ↑, K or ←, ↓, K

Power Bomb
Tap →, ↑, TU or ←, ↑, TU

Irish Whip
Tap BLK

JACKED IN THE BACK

Note: Perform these moves when behind your opponent.

Atomic Drop
Tap K

Cobra
Tap TU

Pump-Handle Slam
Tap ↑, TU or ↓, TU

Head-Grab Slam
Tap P

Neck Breaker
Tap →, P or ←, P

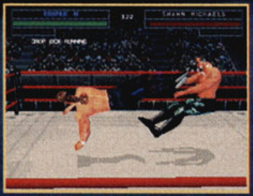
RUNNING ATTACKS

Note: Perform these moves while running toward your opponent.

Cross Body-Block
Tap TU

Clothesline
Tap P

Drop Kick



Tap K

ATTACKS AGAINST RUNNING

Note: Perform these moves when your opponent is running toward you.

Back Body-Drop
Tap P

Flying Back-Elbow
Tap K

Power Slam
Tap TU

GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

Fist Drop
Tap P

Leg Drop
Tap ↓, K

Standing Moonsault
Tap BLK

Stomp
Tap K

Running Fist-Drop
When running, tap P or TU

Knee Drop
When running, tap K

GROUND HOLDS

Note: Perform these moves when your opponent is stunned and on the ground.

Figure-Four Leglock
When near your opponent's feet, tap →, ↑, K or ←, ↑, K

Half-Crab
When near your opponent's feet, tap →, ↓, K or ←, ↓, K

Step Over Toehold
When near your opponent's feet, tap ↑, ↓, K or ↓, ↑, K

Texas Cloverleaf
When near your opponent's feet, tap →, ←, K or ←, →, K

Blatant Choke
When near your opponent's head, tap →, ↑, P or ←, ↑, P

Knee to Back
When near your opponent's head, tap →, ↓, P or ←, ↓, P

Arm Wrench
When near your opponent's head, tap →, ←, P or ←, →, P

Rear Chin-Lock
When near your opponent's head, tap ↑, ↓, P or ↓, ↑, P

COMIN' TOP ROPE

Note: Perform these moves either off the top rope or off the ring apron onto your opponent outside the ring.

Somersault Sento Splash
When your opponent is on the ground, tap TU

Double Foot-Stomp
When your opponent is on the ground, tap K

Driving Elbow
When your opponent is on the ground, tap P

Knee Drop
When your opponent is on the ground, tap BLK

Axe-Handle Smash
When your opponent is standing, tap BLK

Body Press
When your opponent is standing, tap TU

Clothesline
When your opponent is standing, tap P

Shoulder Tackle
When your opponent is standing, tap K

CORNER MOVES

Note: Perform these moves when your opponent is stunned and in the corner.

Charging Shoulder-Tackle
Tap TU

Chest Chop
Tap P

Choke With Boot
Tap K

Belly-to-Belly Suplex
Tap ↑, ↑, K or ↓, ↓, K

Superplex
Tap ↑, ↑, P or ↓, ↓, P

Top-Rope Superplex
Tap ↑, ↑, TU or ↓, ↓, TU

Head Smash
When behind your opponent, tap P

Pump-Handle Slam
When behind your opponent, tap K or TU

Avalanche
When running toward your opponent, tap P or K or TU

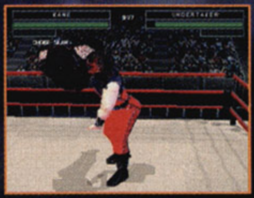
Kane / Undertaker

Note: The moves for the two brothers are identical.

SPECIAL ATTACKS

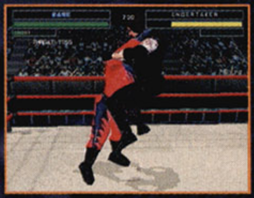
Note: Perform these moves when in close to your opponent.

Choke Slam



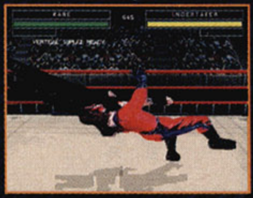
Tap ↓, ↓, P

Throat Toss



Tap ↓, ↑, TU

Vertical Suplex



Tap →, ←, K or ←, →, K

Gut-Wrench Power Bomb
Tap →, ←, P or ←, →, P

Short-Arm Clothesline
Tap →, ↑, TU or ←, ↑, TU

Front-Face DDT
Tap →, →, TU or ←, ←, TU

Overhead Belly-to-Belly Suplex
Tap →, ↓, TU or ←, ↓, TU

DDT
Tap →, ↓, K or ←, ↓, K

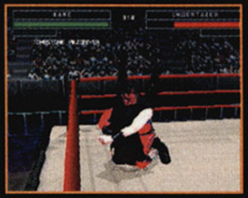
Neck Breaker
Tap →, ↓, P or ←, ↓, P

Side Belly-to-Belly Suplex
Tap →, ←, TU or ←, →, TU

Single-Arm DDT
Tap →, ↑, P or ←, ↑, P

Snap Mare
Tap →, ↑, P or ←, ↑, P

Tombstone Piledriver

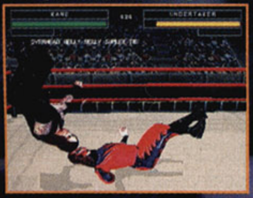


When your opponent's health meter is red, tap ↓, ↓, ↓, (P TU)

TIE-UP MOVES

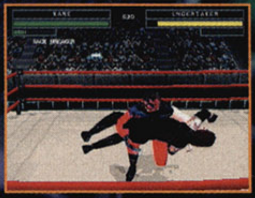
Note: Perform these moves when you're in the tie-up position with your opponent.

Overhead Belly-to-Belly Suplex



Tap →, ↑, P or ←, ↑, P

Backbreaker



Tap K

Sidewalk Slam
Tap TU

Suplex
Tap →, K or ←, K

Atomic Drop
Tap P

DDT
Tap →, P or ←, P

Gut-Wrench Power Bomb
Tap →, TU or ←, TU

Vertical Suplex
Tap →, ↓, K or ←, ↓, K

Piledriver
Tap ↑, ↓, TU

Irish Whip
Tap BLK

Tombstone Piledriver
When your opponent's health meter is red, tap ↑, ↓, TU or ↓, ↑, TU

JACKED IN THE BACK

Note: Perform these moves when behind your opponent.

Side Slam
Tap ↑, TU or ↓, TU

Head-Grab Slam
Tap P

Neck Breaker
Tap K

Reverse DDT
Tap TU

RUNNING ATTACKS

Note: Perform these moves while running toward your opponent.

Flying Clothesline
Tap P or K

Spinning Neck-Breaker
Tap TU

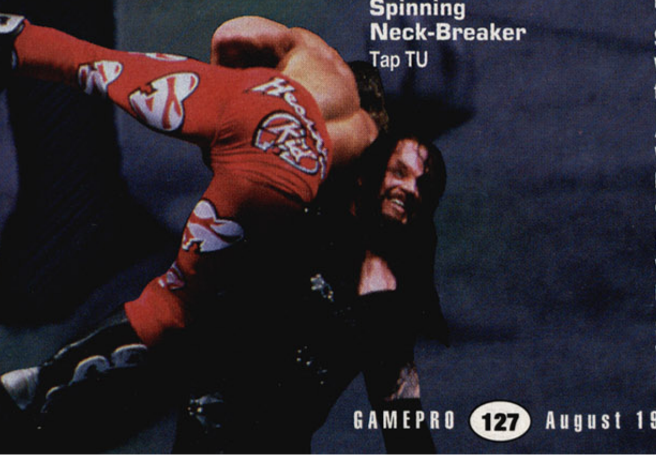


Photo by Tom Buchanan

ATTACKS AGAINST RUNNING

Note: Perform these moves when your opponent is running toward you.

Boot to Face
Tap K

Clothesline
Tap P

Power Slam
Tap TU

Spine Buster
Tap →, TU or ←, TU

GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

Elbow Drop
Tap P

Knee Drop
Tap ↓, K

Leg Drop
Tap ↓, P

Stomp
Tap K

Falling Headbutt
While running, tap TU

Fist Drop
While running, tap P

Leg Drop
While running, tap K

GROUND HOLDS

Note: Perform these moves when your opponent is stunned and on the ground.

Elbow Drop
When near your opponent's feet, tap →, ←, K or ←, →, K

Half-Crab
When near your opponent's feet, tap →, ↑, K or ←, ↑, K

Leg Grapevine
When near your opponent's feet, tap →, ↓, K or ←, ↓, K

Leg Lock
When near your opponent's feet, tap ↑, ↓, K or ↓, ↑, K

Surfboard
When near your opponent's feet, tap →, →, K or ←, ←, K

Arm Wrench
When near your opponent's head, tap ↑, ↓, P or ↓, ↑, P or →, ←, P or ←, →, P

Painkiller
When near your opponent's head, tap →, ↑, P or ←, ↑, P

Squeeze Head
When near your opponent's head, tap →, ↓, P or ←, ↓, P

COMIN' TOP ROPE

Note: Perform these moves either off the top rope or off the ring apron onto your opponent outside the ring.

Double Foot-Stomp
When your opponent is on the ground, tap K

Fist Drop
When your opponent is on the ground, tap P

Splash
When your opponent is on the ground, tap TU

Driving Elbow
When your opponent is on the ground, tap BLK

Axe-Handle Smash
When your opponent is standing, tap TU

Clothesline
When your opponent is standing, tap P

Drop Kick
When your opponent is standing, tap K

Forearm Smash
When your opponent is standing, tap BLK

CORNER MOVES

Note: Perform these moves when your opponent is stunned and in the corner.

Climb Turnbuckle and Pummel
Tap P

Choke With Boot
Tap K

Overhead Press
Tap TU

Belly-to-Belly Suplex
Tap ↑, ↑, K or ↓, ↓, K

Top-Rope Double Underhook
Tap ↑, ↑, P or ↓, ↓, P

Top-Rope Superplex
Tap ↑, ↑, TU or ↓, ↓, TU

Head Smash
When behind your opponent, tap P

Pump-Handle Slam
When behind your opponent, tap K or TU

Charging Clothesline
While running, tap P or K or TU

Faarooq

SPECIAL ATTACKS

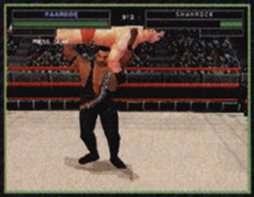
Note: Perform these moves when in close to your opponent.

Bear Hug

FAAROOQ
SHAMROCK

Tap →, ↓, P or ←, ↓, P

Press Slam



Tap ↓, ↓, →, TU or ↓, ↓, ←, TU

Sidewalk Slam
Tap →, ←, K or ←, →, K

Spine Buster
Tap ↑, ↓, K or ↓, ↑, K

Vertical Suplex
Tap →, ↑, TU or ←, ↑, TU

Hip Toss
Tap ↑, ↑, K

Japanese Arm-Drag
Tap ↓, ↓, P

Short-Arm Clothesline

FAAROOQ
SHAMROCK

Tap ↑, ↓, P or ↓, ↑, P

Shoulder Breaker

FAAROOQ
SHAMROCK

Tap →, ←, P or ←, →, P

Side Belly-to-Belly Suplex
Tap →, ↑, K or ←, ↑, K

Spinning Neck-Breaker
Tap →, ←, TU or ←, →, TU

Choke Slam
Tap →, →, ↑, P or ←, ←, ↑, P

Knee to Face
Tap →, ↓, K or ←, ↓, K

TIE-UP MOVES

Note: Perform these moves when you're in the tie-up position with your opponent.

Northern Lights Suplex

FAAROOQ
SHAMROCK

Tap →, TU or ←, TU

Chest Breaker
Tap P

Side Slam
Tap TU

Gut-Wrench Power Bomb
Tap →, K or ←, K

Brain Buster
Tap →, ←, P or ←, →, P

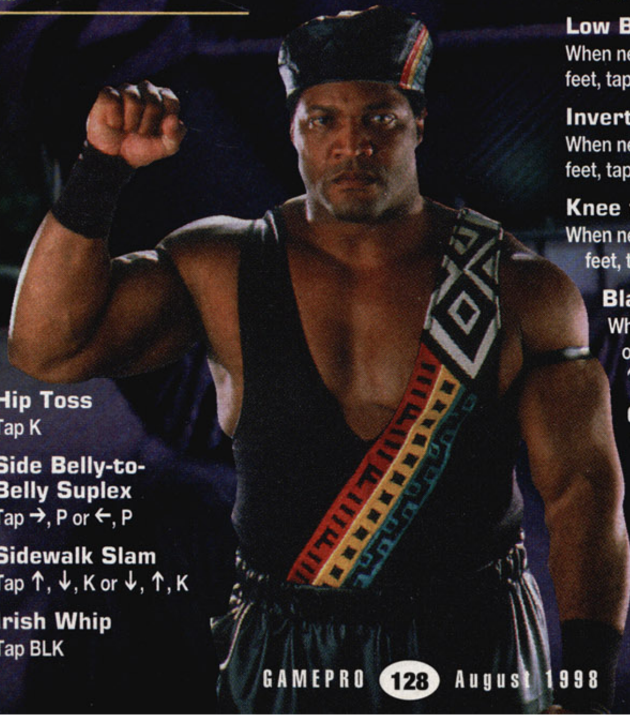
Power Bomb
Tap ↑, →, TU or ↓, ←, TU

Hip Toss
Tap K

Side Belly-to-Belly Suplex
Tap →, P or ←, P

Sidewalk Slam
Tap ↑, ↓, K or ↓, ↑, K

Irish Whip
Tap BLK



Dominator

FAAROOQ
SHAMROCK
DOMINATOR

When your opponent's health meter is red, tap ↑, ↑, ↑, (TU BLK)

JACKED IN THE BACK

Note: Perform these moves when behind your opponent.

Atomic Drop
Tap K

Full Nelson
Tap TU

Belly-to-Back Suplex
Tap →, P or ←, P

Head-Grab Slam
Tap P

RUNNING ATTACKS

Note: Perform these moves while running toward your opponent.

Clothesline
Tap P

Flying Shoulder-Tackle
Tap K or TU

ATTACKS AGAINST RUNNING

Note: Perform these moves when your opponent is running toward you.

Boot to Face
Tap K

Clothesline
Tap P

Power Slam
Tap TU

Sidewalk Slam
Tap →, TU or ←, TU

GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

Axe-Handle Smash
Tap ↓, P

Elbow Drop
Tap P

Falling Headbutt
Tap ↓, K

Stomp
Tap K

Diving Headbutt
When running, tap TU

Fist Drop
When running, tap P

Running Knee-Drop
When running, tap K

GROUND HOLDS

Note: Perform these holds when your opponent is stunned and on the ground.

Boston Crab
When near your opponent's feet, tap →, ←, K or ←, →, K

Low Blow
When near your opponent's feet, tap →, ↑, K or ←, ↑, K

Inverted STF
When near your opponent's feet, tap →, ↓, K or ←, ↓, K

Knee to Leg
When near your opponent's feet, tap ↑, ↓, K or ↓, ↑, K

Blatant Choke
When near your opponent's head, tap ↑, ↓, P or ↓, ↑, P

Camel Clutch
When near your opponent's head, tap →, ←, P or ←, →, P

Knee to Back
When near your opponent's head, tap →, ↑, P or ←, ↑, P

Arm Wrench
When near your opponent's head, tap →, ↓, P or ←, ↓, P

COMIN' TOP ROPE

Note: Perform these moves either off the top rope or off the ring apron onto your opponent outside the ring.

Driving Elbow
When your opponent is on the ground, tap TU

Double Foot-Stomp
When your opponent is on the ground, tap BLK

Fist Drop
When your opponent is on the ground, tap P

Knee Drop
When your opponent is on the ground, tap K

Axe-Handle Smash
When your opponent is standing, tap TU

Clothesline
When your opponent is standing, tap P

Forearm Smash
When your opponent is standing, tap BLK

Shoulder Tackle
When your opponent is standing, tap K

CORNER MOVES

Note: Perform these moves when your opponent is stunned and in the corner.

Charging Shoulder-Tackle
Tap P

Choke With Boot
Tap K

Overhead Press
Tap TU

Superplex
Tap ↑, ↑, P or ↓, ↓, P

Top-Rope Superplex
Tap ↑, ↑, TU or ↓, ↓, TU

Head Smash
When behind your opponent, tap P

Pump-Handle Slam
When behind your opponent, tap K or TU

Charging Clothesline
While running, tap P or K or TU

Photo by Jim Sulley

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Double whammy!

PlayStation & Nintendo 64

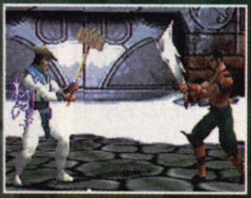
MORTAL 4 KOMBAT
Part 2

Kombat komes home! In this installment, we give you some high-hitting combos for the remaining 10 fighters.

By Major Mike
(Special thanks to the Axe Grinder)

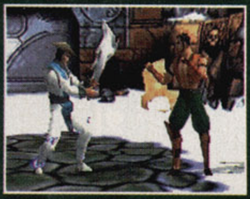
General Skills

Weapons



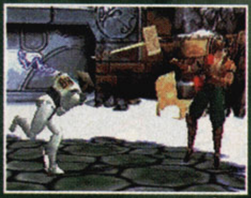
The coolest feature in MK4 is the new weapons system. Each fighter has a specialized weapon that they can use during a match (see character profiles for the different weapons). And if a weapon is dropped during a fight, anyone can pick it up and use it.

Pick Up Weapons



To pick up a weapon, stand over it and tap (↓ RN).

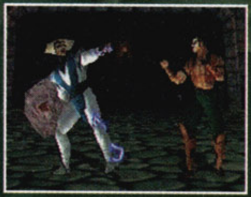
Throw Weapons



To throw your weapon, repeat the move that you used to draw it. For example, if you're playing as Raiden, tap →, (← HP) to draw his Mighty Mallet, then tap →, (← HP) to throw it at your opponent.

Other Items To Throw

Rocks, Skulls, and Spikes



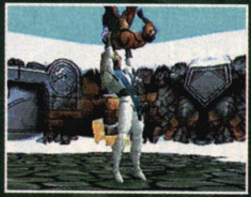
Some stages have items you can throw at your opponent. To throw these items, stand over them and tap (↓ RN).

Note: You can't throw these items if you're holding a weapon.

Throws and Bone-Breakers

The following moves, which are universal for each character, are done when in close to an opponent.

Throws

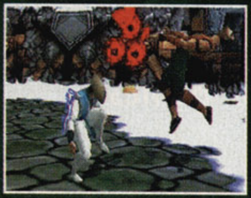


When in close, tap (→ LP)

Note: Some characters have throws that can also be performed in the air.

Bone-Breaker

Another new feature in MK4, this bone-breaking move briefly stuns your opponent.



When in close, tap (→ LK)

Dodge

New to the MK series is the ability to dodge projectile attacks by moving into the background or foreground.

Dodge into the Background

Tap RN, RN

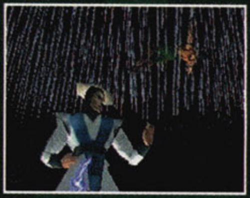
Dodge into the Foreground

Hold ↓, tap RN, RN

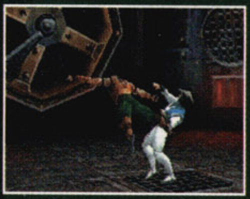
Stage Fatalities

You can perform an additional fatality in the following stages:

Goro's Lair

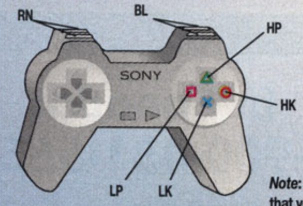


Prison Stage



Controller Legend

PlayStation

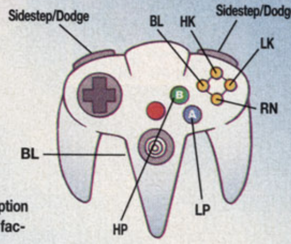


Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the indicated buttons or directions in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

BL = Block
HK = High Kick
HP = High Punch
LK = Low Kick
LP = Low Punch
RN = Run

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← commands.

Nintendo 64



Fresh Meat

SELECT YOUR FIGHTER
GROUP SELECT
GROUP SELECT

To play as the hidden character "Meat," defeat all 15 fighters in the Group mode. Now when you select any character, they'll be meat and bones.

Change Fighting Order

In a one-player game, put the cursor on any of the five towers and press Start. The tower will rotate, and you can now battle the fighters in a different order.

Alternate Fighter Colors

SELECT YOUR FIGHTER
RANDOM
GROUP
HIDDEN

Press any of the following at the Select Your Fighter screen to choose a fighter's alternate color.

Fujin:	Press and hold Start, tap (LP HP HK)
Jarek:	Press and hold Start, tap (HK HP RN)
Jax:	Press and hold Start, tap (RN LP BL)
Johnny Cage:	Press and hold Start, tap (RN LP LK)
Kai:	Press and hold Start, tap (HP BL LK)
Liu Kang:	Press and hold Start, tap (HK BL LK)
Quan Chi:	Press and hold Start, tap (HP RN HK)
Raiden:	Press and hold Start, tap (LP BL HK)
Reiko:	Press and hold Start, tap (RN HP LK)
Reptile:	Press and hold Start, tap (LP BL LK)
Scorpion:	Press and hold Start, tap (HP HK BL)
Shinnok:	Press and hold Start, tap (HP BL LP)
Sonya:	Press and hold Start, tap (LK HP RN)
Sub-Zero:	Press and hold Start, tap (RN BL HP)
Tanya:	Press and hold Start, tap (HK LK HP)

KOMBAT KODES

SELECT YOUR FIGHTER

WINS 00
WINS 00
FIGHT!
NO POWER

As in MK3 and Ultimate MK3, you can enter Kombat Kodes before a two-player battle. At the Vs. screen right before the match, you'll find a row of six boxes. Of these six boxes, each player can change three. To change the left box, use Low Punch; to change the middle box, use Block; to change the right box, use Low Kick. For example, to enter the Kode 123 123, Player One should tap Low Punch once, Block twice, and Low Kick three times and Player Two should tap Low Punch once, Block twice, and Low Kick three times.

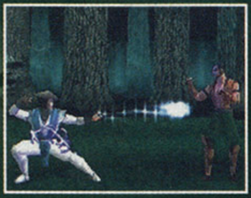
Below are all the known Kodes as of press time. Please e-mail or send any new Kodes you find to *swat.gamepro@gamepro.com* or *GamePro* Magazine, Kombat Kodes, P.O. Box 193709, San Francisco, CA 94119-3709.

KODE NUMBER	KOMBAT KODE	DESCRIPTION
1. Free Weapon	111 111	A random weapon falls from the sky
2. Throwing Disabled	100 100	
3. Armed and Dangerous	444 444	Start the fight with weapons drawn
4. Silent Kombat	666 666	No music during fights
5. Explosive Kombat	050 050	The last hit for a character makes them explode
6. Random Weapons	222 222	Start the fight with random weapons
7. No Power	123 123	Both fighters start on the third round and with very little energy
8. Many Weapons	555 555	Every character's weapon is dropped at the start of a fight
9. Randper Kombat	333 333	Fighters change into other characters at random during a fight
10. Weapon Kombat	002 002	Fighters start the fight with weapons drawn and can't be disarmed
11. Red Rain	020 020	Wind World stage rains blood
12. Maximum Damage Disabled	010 010	
13. Throwing and Maximum Damage Disabled	110 110	
14. Kombat Zone: Goro's Lair	011 011	
15. Kombat Zone: The Well	022 022	
16. Kombat Zone: Elder Gods	033 033	
17. Kombat Zone: The Tomb	044 044	
18. Kombat Zone: Wind World	055 055	
19. Kombat Zone: Reptile's Lair	066 066	
20. Kombat Zone: Shaolin Temple	101 101	
21. Kombat Zone: Living Forest	202 202	
22. Kombat Zone: The Prison	303 303	
23. Unlimited Run	001 001	

Raiden

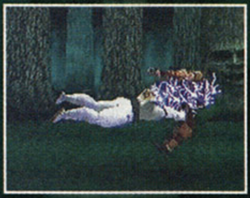
Special Moves

Lightning Bolt



Motion ↓ ↙ ← LP

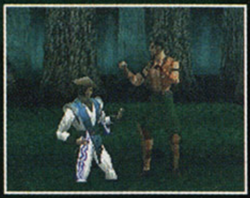
Torpedo Attack



Tap →, (→ LK)

Note: This move can also be done in the air.

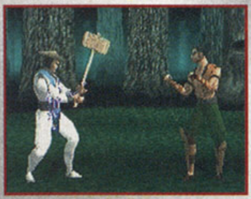
Teleport



Tap ↓, ↑

Weapon: Mighty Mallet

Draw Weapon



Tap →, (← HP)

Devastating Combos

Five-Hit Hammer

Note: Your weapon must be drawn to do this combo.

Tap HK, HK, →, (← HK), hold ←, tap LP, →, (→ LK)

Six-Hit Torpedo

Tap HP, HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, →, (→ LK)

Eight-Hit Weapon Insanity

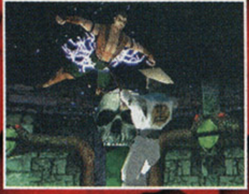
Jump in deep, tap HP, HP, HP, HK, HK, →, (← HK), (↗ HP), →, (→ LK)

Ten-Hit Teleport

Tap HP, HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, HP, ↓, ↑, LP, (↗ HP), HK, →, (→ LK)

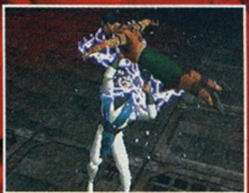
FATALITIES

Lightning Rod



From outside sweep distance, tap ↓, ↑, ↑, (↑ HP)

Shocker



When in close, hold BL, tap →, ←, ↑, ↑, HK

Goro's Lair

When in close, tap →, →, ↓, LP

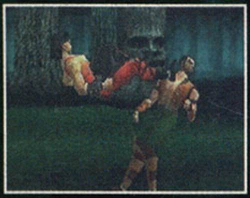
Prison Stage

When in close, tap ↓, →, ←, BL

Liu Kang

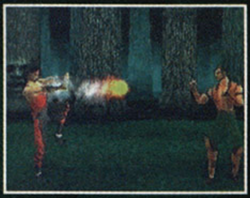
Special Moves

Bicycle Kick



Charge LK three seconds, release LK

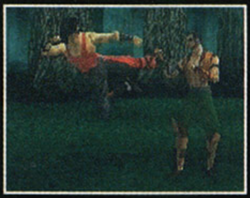
Fireball



Tap →, (→ HP)

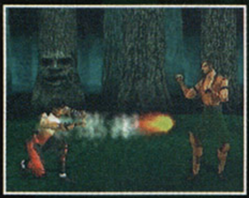
Note: This move can also be done in the air.

Flying Kick



Tap →, (→ HK)

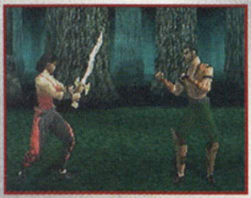
Low Fireball



Tap →, (→ LP)

Weapon: Flamberge Sword

Draw Weapon



Tap ←, (→ LK)

Slice & Dice

Tap HP rapidly

Devastating Combos

Four-Hit Basic

Tap HP, HK, hold ↓, tap HP, →, (→ HK)

Six-Hit Uppercut

Tap HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, ↗ , HK, →, (→ HP)

Seven-Hit Low Fireball

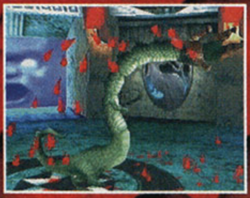
Charge LK, jump in deep, tap HP, HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, release LK, tap →, (→ LP)

Ten-Hit Bicycle Kick

Charge LK, tap HP, HP, HK, (↓ HP), hold (→ RN), tap HP, HP, release LK, tap LP, (↗ HK), →, (→ HP)

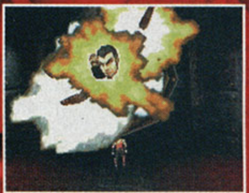
FATALITIES

Dragon



From just outside sweep distance, tap →, →, →, (↓ BL LK HK)

Explosive Fireball



When in close, tap →, ↓, ↓, (↑ HP)

Goro's Lair

When in close, tap →, →, ←, HK

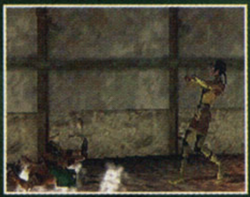
Prison Stage

When in close, tap →, →, ←, LP

Jarek

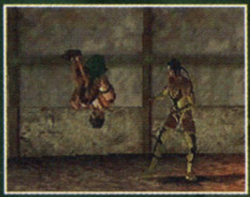
Special Moves

Body Slam



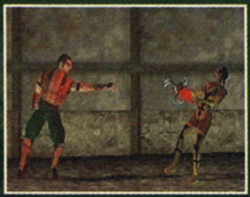
Motion ← ↓ ↙ ← HK

Cannonball



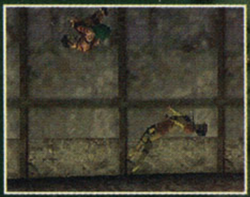
Tap ←, (→ LK)

Triblade



Motion ↓ ↙ ← LP

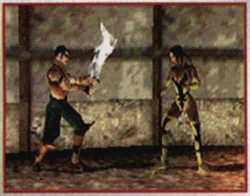
Upward Cannonball



Motion → ↓ ↘ → HP

Weapon: Scimitar

Draw Weapon



Tap →, (→ HP)

Devastating Combos

Five-Hit Jump Kick

Tap HP, HK, hold ↓, tap HP, ↗, HK, motion ← ↓ ↙ ← HK

Five-Hit Cannonball

Tap HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, motion → ↓ ↘ → HP

Seven-Hit Uppercut

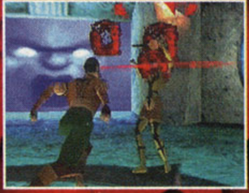
Jump in deep, tap HP, HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, motion ↓ ↙ ← LP, motion ← ↓ ↙ ← HK

Nine-Hit Body Slam

Tap HP, HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, HP, tap, ←, (→ LK), LP, ↗ , HK, motion → ↓ ↘ → HK

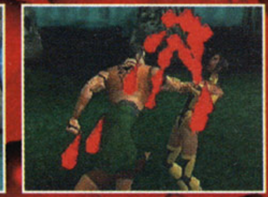
FATALITIES

Eye Beam



From outside sweep distance, tap ↑, ↑, →, →, BL

Heart Rip



When in close, tap →, ←, →, (→ LK)

Goro's Lair

When in close, tap ←, →, →, LP

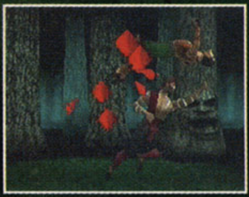
Prison Stage

When in close, tap →, ↓, →, HK

Kai

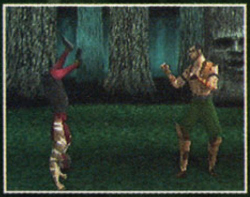
Special Moves

Air Attack



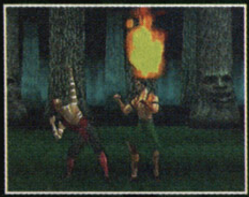
Motion ↓ ↘ → HP

Hands Walk



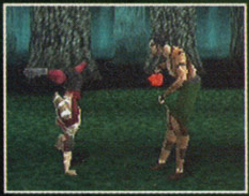
Tap (BL LK), tap BL to stand up again

High Fireball



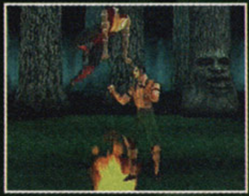
Tap ←, (← HP)

Hand Spin



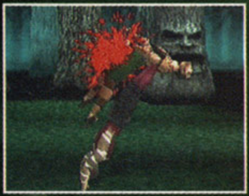
During the Hands Walk, hold LP

Low Fireball



While in the air, tap →, (→ LP)

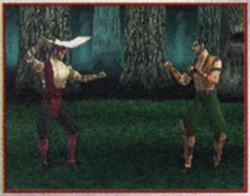
Leg Kick



During the Hands Walk, tap HK or LK

Weapon: Curved Blade

Draw Weapon



Motion ↓ ↙ ← LP

Devastating Combos

Three-Hit Fireball Crunch

When in close, tap →, (→ LP), hold ↓, tap HP, →, (→ HP)

Five-Hit Basic

Tap HP, HP, HK, hold ↓, tap HP, motion → ↓ ↘ → HP

Six-Hit Fireball Hell

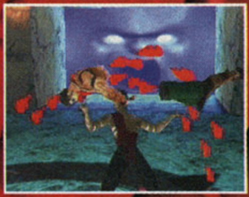
Hold ↓, tap HP, →, (→ LP), hold ↓, tap HK, →, (→ LP)

Eight-Hit Fireball Juggle

Tap HP, HK, hold ↓, tap HP, →, (→ LP), HP, HP, ↗ , HK, motion → ↓ ↘ → HP

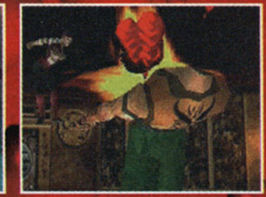
FATALITIES

Body Rip



When in close, hold BL, tap ↑, →, ↑, (← HK)

Fireball Decapitation



From outside sweep distance, tap ↑, ↑, ↑, ↓, BL

Goro's Lair

When in close, tap ←, →, ↓, HK

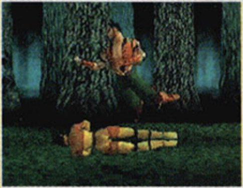
Prison Stage

When in close, tap →, →, ↓, BL

Tanya

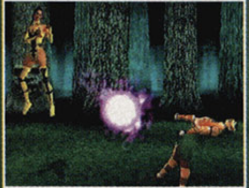
Special Moves

Corkscrew



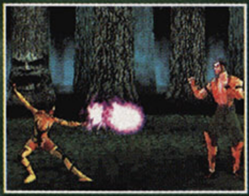
Tap →, (→ LK)

Downward Fireball



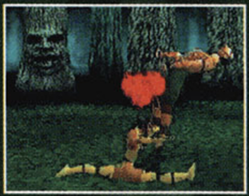
While in the air, motion ↓ ↙ ← LP

Fireball



Motion ↓ ↘ → HP

Split Kick



Motion → ↘ ↓ ↙ ← LK

Devastating Combos

Five-Hit Juggle

Tap →, (→ LK), motion ← ↙ ↓ ↘ → LK, tap ←, (← LK), motion → ↘ ↓ ↙ ← LK, tap ↑, motion ↓ ↙ ← LP

Five-Hit "THB"

Tap HK, HK, →, (→ LK), motion ← ↙ ↓ ↘ → LK for two hits

Six-Hit Uppercutter

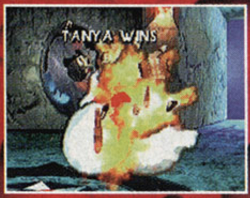
Tap HP, HK, hold ↓, tap HP, hold (→ RN), tap →, (→ LK), hold ↓, tap HP

Nine-Hit Corkscrew

Jump in deep, tap HP, HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, →, (→ LK), HP, ←, (← LK), motion ← ↙ ↓ ↘ → LK

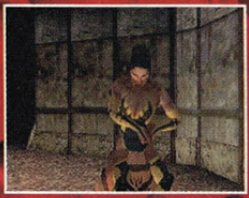
FATALITIES

Kiss of Death



When in close, tap ↓, ↓, ↑, (↓ HP BL)

Twister



When in close, tap ↓, →, ↓, →, HK

Goro's Lair

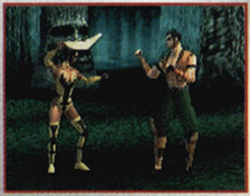
When in close, tap →, →, →, LP

Prison Stage

When in close, tap ←, →, ↓, HP

Weapon: Boomerang

Draw Weapon

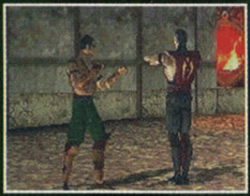


Tap →, (→ HK)

Reiko

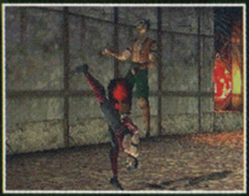
Special Moves

Circular Teleport



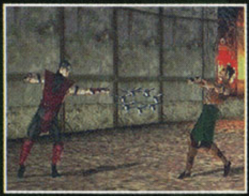
Tap ←, (→ LK)

Flip Kick



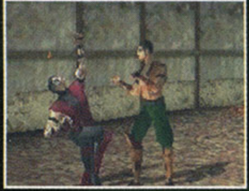
Motion ← ↙ ↓ ↘ → HK

Shurikens



Motion ↓ ↘ → LP

Teleport Throw



Tap ↓, ↑

Note: Tap BL when in close to your opponent during the teleport to throw your opponent. This move can also be done while in the air.

Devastating Combos

Six-Hit Roundhouse Finish

Tap HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, motion ← ↙ ↓ ↘ → HK, hold ←, tap HK

Six-Hit Slammer

Tap HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, motion ← ↙ ↓ ↘ → HK, tap ↓, ↑, BL

Seven-Hit Weapon Teleport

Note: You must be holding your weapon to do this combo.

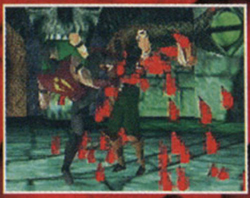
Jump in deep, tap HK, motion ← ↙ ↓ ↘ → HK, tap ↗, HP, ↓, ↑, HK, motion ← ↙ ↓ ↘ → HK, tap ↗, HP, ↓, ↑, LP

Eight-Hit Madness

Jump in deep, tap HP, HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, motion ← ↙ ↓ ↘ → HK, hold (→ RN), tap HP, ↓, ↑, BL

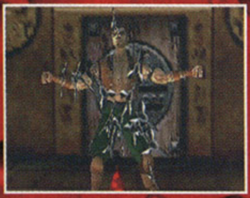
FATALITIES

BFK



When in close, tap →, ↓, →, (LP BL HK LK)

Shooting Stars



From outside sweep distance, tap ←, ←, ↓, ↓, HK

Goro's Lair

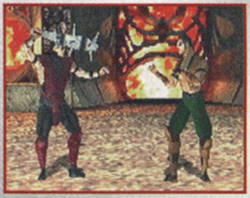
When in close, tap →, →, ↓, LK

Prison Stage

When in close, tap ↓, ↓, ←, LP

Weapon: Spiked Club

Draw Weapon



Motion ↓ ↙ ← HP

Reptile

Special Moves

Acid Spit

Motion ↓ ↘ → HP

Invisibility

Tap (BL HK)

Note: Repeat the move to become visible.

Dash Punch

Tap ←, (→ LP)

Super Crawl

Tap ←, (→ LK)

Weapon: Battle Axe

Draw Weapon

Tap ←, (← LK)

Axe Spin

Tap (← HP), hold HP

Devastating Combos

Three-Hit Weapon Draw

Tap HK, HK, ←, (← LK)

Four-Hit Basic

Tap HP, HK, hold ↓, tap HP, motion ↓ ↘ → HP

Seven-Hit Crawler

Tap HP, HP, HK, (↓ HK), ←, (→ LK), →, (← LP)

Seven-Hit Dashing Punch

Jump in deep, tap HP, HP, HK, hold ↓, tap HP, hold (→ RN), hold ↓, tap HK, ←, (→ LK), →, (← LP)

FATALITIES

Acid Puke

From outside sweep distance, tap ↑, ↓, ↓, ↓, HP

Face Feast

Hold (HP LP HK LK), move in close, tap ↑

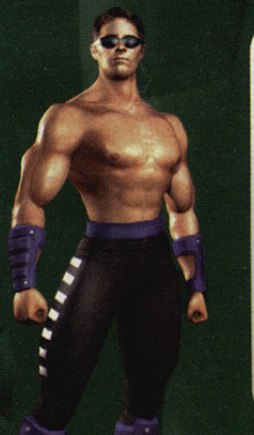
Goro's Lair

When in close, tap ↓, ↓, →, HK

Prison Stage

When in close, tap ↓, →, →, LP

Johnny Cage



Weapon: Scimitar

Draw Weapon

Motion → ↓ ↘ → LK

Devastating Combos

Three-Hit Quick Uppercut

Tap HK, HK, motion ← ↓ ↙ HP

Five-Hit Shadow Uppercut

Tap HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, motion ← ↓ ↙ HP

Eight-Hit Shadow Trap

Jump in deep, tap HP, HP, HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, (↘ HK), tap ←, (→ LK)

FATALITIES

Decap Uppercut

When in close, tap ↓, ↓, →, ↓, BL

Torso Rip

When in close, tap →, ←, ↓, ↓, HK

Goro's Lair

When in close, tap ←, →, →, LK

Prison Stage

When in close, tap ↓, ↓, →, →, HK

Special Moves

High Fireball

Motion ↓ ↘ → HP

Low Fireball

Motion ↓ ↙ ← LP

Shadow Kick

Tap ←, (→ LK)

Shadow Uppercut

Motion ← ↓ ↙ HP

Split Punch

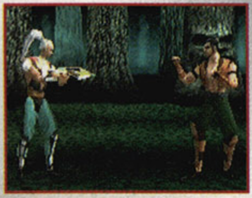
Tap (BL LP)

Note: This move doesn't work against female opponents.

Fujin

Weapon: Crossbow

Draw Weapon



Tap ←, (← LP)

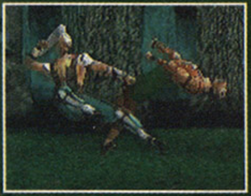
Ground Ricochet
Tap (← LP)

Horizontal Shot
Tap LP

Vertical Ricochet
Tap HP

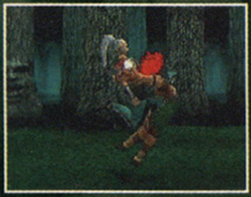
Special Moves

Dive Kick



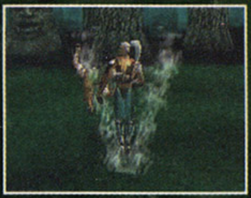
While in the air, tap (↓ LK)

Flying Knee



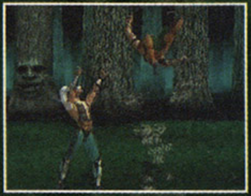
Motion ↓ ↘ → HK

Whirlwind



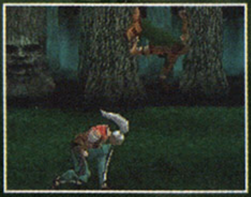
Tap →, (↓ LP)

Levitate Opponent



Motion → ↓ ↘ → HP

Slam Opponent



After Levitate Opponent, tap ←, →, (↓ LK)

Devastating Combos

Three-Hit Weapon Throw
Note: Your weapon must be drawn to do this combo.
While in the air, tap (↓ LK), motion → ↓ ↘ HP, tap ←, →, (↓ LK), ←, (← LP)

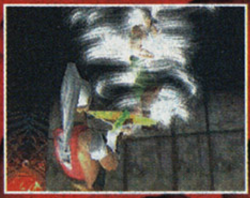
Five-Hit Flying Knee
Tap HP, HK, hold ↓, tap HP, hold (→ RN), tap HP, motion ↓ ↘ → HK

Five-Hit Weapon Fun
Note: Your weapon must be drawn to do this combo.
Motion → ↓ ↘ HP, tap ↗, HP, motion → ↓ ↘ HP, tap ←, →, (↓ LK), ←, (← LP)

Seven-Hit Whirlwind
Tap HP, HK, hold ↓, tap HP, motion → ↓ ↘ → HP, tap ←, →, (↓ LK), HP, motion ↓ ↘ → HK

FATALITIES

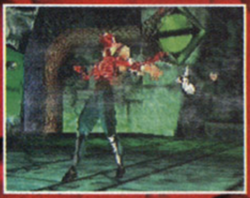
Whirlwind Scrub



From outside sweep distance, tap (RN BL), (RN BL), (RN BL), (RN BL)

Goro's Lair
When in close, tap ←, →, ←, HP

Wind Rip



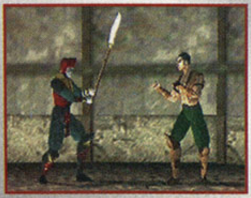
From outside sweep distance, tap ↓, →, →, ↑, BL

Prison Stage
When in close, tap ↓, ↓, ↓, HK

Shinnok

Weapon: Bladed Staff

Draw Weapon



Tap ←, (→ LP)

Special Moves

Impersonations

Fujin
Tap →, →, (← HK)

Jarek
Tap ←, ←, (← LK)

Jax
Tap →, ↓, (→ HK)

Johnny Cage
Tap ↓, (↓ HP)

Kai
Tap →, →, (→ LK)

Liu Kang
Tap ←, ←, (→ HK)

Quan Chi
Tap ←, →, ←, (→ LK)

Raiden
Tap ↓, →, (→ HP)

Reiko
Tap ←, ←, (← BL)

Reptile
Tap ←, ←, (→ BL)

Scorpion
Tap →, (← LP)

Sonya
Tap →, ↓, (→ HP)

Sub-Zero
Tap ↓, (← LP)

Tanya
Tap ←, →, (↓ BL)

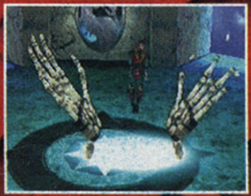
Devastating Combos

Five-Hit Roundhouse Hell
Tap HP, HP, HK, hold ↓, tap HP, hold (→ RN), tap (← HK)

Six-Hit Uppercut Fury
Tap HP, HP, HK, hold ↓, tap HP, hold (→ RN), hold ↓, tap HP, hold (→ RN), tap (← LK)

FATALITIES

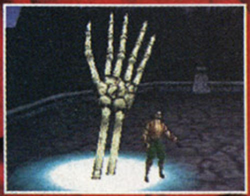
Hand Clap



When in close, tap ↓, ↑, ↑, ↓, BL

Goro's Lair
When in close, tap ↓, →, (← HP)

Hand of Death



When in close, tap ↓, ←, →, ↓, RN

Prison Stage
When in close, tap ↓, ↓, →, HK

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SUPER NINTENDO

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PlayStation
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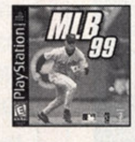

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SEGA SATURN
GEX

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Mortal Kombat 2	$15
NBA Jam Tourn	$15
PGA Tour Golf	$8
Road Rash	$27
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CAPCOM
GENESIS

GENESIS
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Nintendo64

NBA Courtside

Mortal Kombat Myth	$29
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Video Game Strategies, Weapons, and Tactics

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Please include your name, address, and phone number so we can award your prize.

Arcade

NFL Blitz

Hidden Players

Enter the following names and PINs:

Hidden Player	Name	PIN
Headless Players	Carltn	1111
Raiden from Mortal Kombat 4	Raiden	3691
Shinnok from MK Mythologies	Shinok	8337

PlayStation

GamePro Reader Tip of the Month

Need For Speed III: Hot Pursuit

Foreign-Language Police, Heavier Car, Power Horn, and Slow-Motion Race

Foreign-Language Police: Start a race in Hot Pursuit mode and immediately after you select your track and car, enter any of the button presses below:

Cops Have Southern Accents: **Simultaneously press and hold Up, R1, and L2** until the race begins.

French-Speaking Cops: **Simultaneously press and hold Right, R2, and L1** until the race begins.

German-Speaking Cops: **Simultaneously press and hold Up, R2, and L1** until the race begins.

Italian-Speaking Cops: **Simultaneously press and hold Left, R2, and L1** until the race begins.

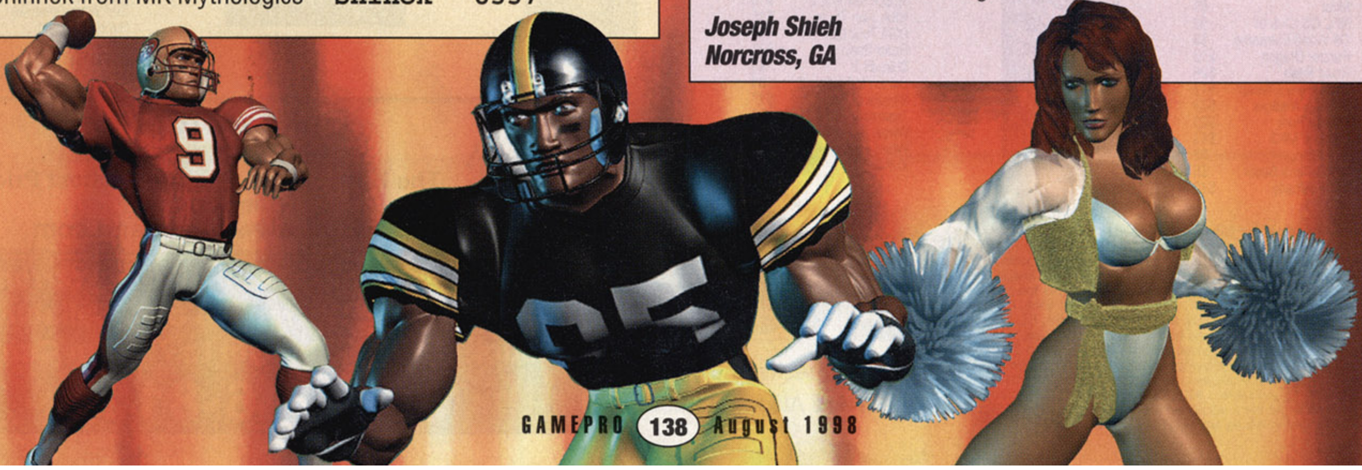
Spanish-Speaking Cops: **Simultaneously press and hold Down, R2, and L1** until the race begins.

Heavier Car: Start a race and immediately after you select your track and car, **simultaneously press and hold Select, □ , and ×** until the race begins. If you entered the code correctly, you can knock other cars off the track by running into them.

Power Horn: Start a race and immediately after you select your track and car, **simultaneously press and hold Start, Select, R1 and L2** until the race begins. If you entered the code correctly, you can blow other cars out of the way by honking your horn.

Slow-Motion Race: Start a race and immediately after you select your track and car, **simultaneously press and hold Up, ×, and △** until the race begins.

Joseph Shieh
Norcross, GA



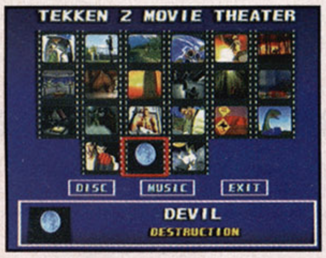
PlayStation

Tekken 3

Several Cheats

TIGER
XIAOYU
YOU WIN!

ANNA
KING
YOU WIN!


TEKKEN 2 MOVIE THEATER
DISC
MUSIC
EXIT
DEVIL
DESTRUCTION

Anna's Alternate Outfit: Play as Anna 25 times in Arcade or Vs. mode. At the fighter-select screen, highlight Anna and **press Start**.

Gun Jack's Alternate Outfit: Play as Gun Jack 10 times in Arcade or VS. mode. At the fighter-select screen, highlight Gun Jack and **press Start**.

View Gun Jack's Good Ending: Finish the game as Gun Jack twice in the Arcade mode.

Jin's Alternate Outfit: Play as Jin 50 times in Arcade or Vs. mode. At the fighter-select screen, highlight Jin and **press Start**.

Law's Alternate Outfit: At the fighter-select screen, highlight Law and **press Start**.

Music and Disc Mode: Once you've collected the movies for Jin, Paul, Law, King, Yoshimitsu, Nina, Lei, Eddy, Hwoarang, Xiaoyu, Kuma/Panda, Julia, Gun Jack, Mokujin, Anna, Bryan, Heihachi, Ogre/True Ogre, Tiger, and Gon, two new options appear: Disc and Music. You can now listen to the music in Tekken 3; and if you own Tekken and Tekken 2, you can watch the movies and listen to the music from those games as well.

Play as Tiger: Finish the Arcade mode with 16 different characters. At the fighter-select screen, highlight Eddy Gordo and **press Start**.

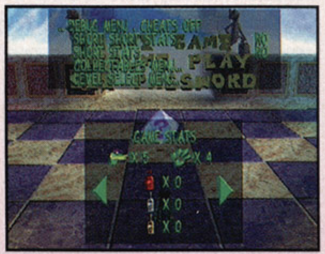
Xiaoyu's Alternate Outfit: Play as Xaioyu 50 times in Arcade or Vs. mode. At the fighter-select screen, highlight Xaioyu and **press Start**.

PlayStation

Gex: Enter the Gecko

Debug Menu

PAUSED
RESUME
QUIT
MANUAL
SEMI AUTOMATIC
AUTOMATIC

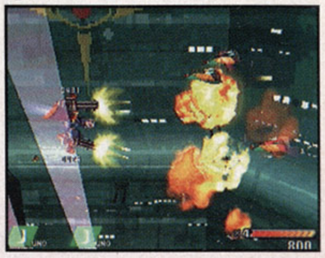

CHEATS OFF
GAME
PLAY
SWORD
GAME STATS

Pause the game, **press and hold R2 or L2 and press Left, ○, Up, Down, Right, Right, Left, △, Up, Down**. If you entered the code correctly, you'll hear a confirming sound. Unpause the game and **press Select** to bring up the Debug menu.

PlayStation

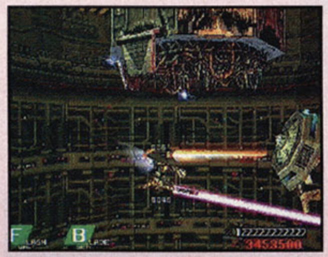
Einhander

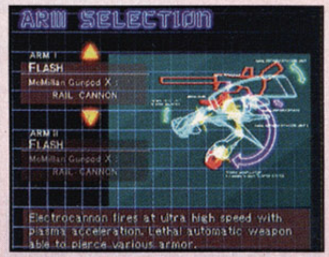
Secret Area and Flash Weapon



Secret Area: In Stage 1, satisfy the following conditions to access a secret area:

- Destroy all the weapon carriers.
- Shoot all the neon signs.
- Destroy only the bottom section of the flying robot mid-boss.




ARM SELECTION
ARM I
FLASH
McMillan Gunpod X
RAIL CANNON
ARM II
FLASH
McMillan Gunpod X
RAIL CANNON

Electrocannon fires at ultra high speed with plasma acceleration. Lethal automatic weapon able to pierce various armor.

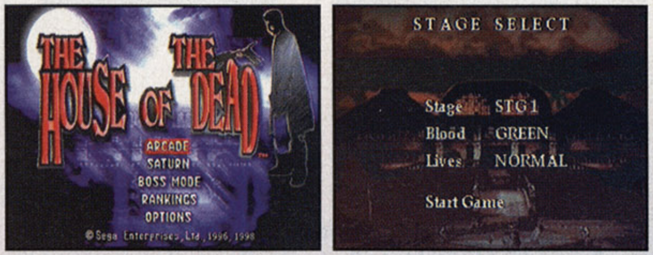
Flash Weapon: In Stage 3, satisfy the following conditions and the Flash weapon should fall from above:

- Destroy all the spinning-top weapon carriers.
- Destroy four or more of the reflector transports when fighting the mid-boss.
- After the mid-boss, destroy the saucer at the top of the screen, and shoot all the debris that falls out of it.

Saturn

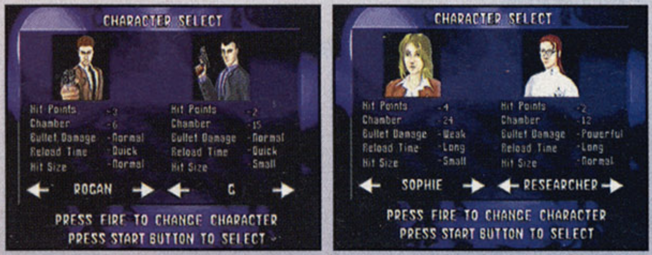
The House of the Dead

Cheat Menu, Onscreen Score Display, Secret Characters, and Unlimited Ammo


THE HOUSE OF THE DEAD
ARCADE
SATURN
BOSS MODE
RANKINGS
OPTIONS
©Sega Enterprises, Ltd. 1996, 1998
STAGE SELECT
Stage STG1
Blood GREEN
Lives NORMAL
Start Game

Cheat Menu: At the game-select screen, **press L, R, R, L, L, R, simultaneously press and hold L and R, and press Start**. If you entered the code correctly, a secret menu will appear with a Stage Select menu and additional cheats like infinite lives and changing the color of blood.

Onscreen Score Display: Pause the game and **simultaneously press and hold L and R, and press X, X, X.**


CHARACTER SELECT
ROGAN
G
PRESS FIRE TO CHANGE CHARACTER
PRESS START BUTTON TO SELECT
CHARACTER SELECT
SOPHIE
RESEARCHER
PRESS FIRE TO CHANGE CHARACTER
PRESS START BUTTON TO SELECT

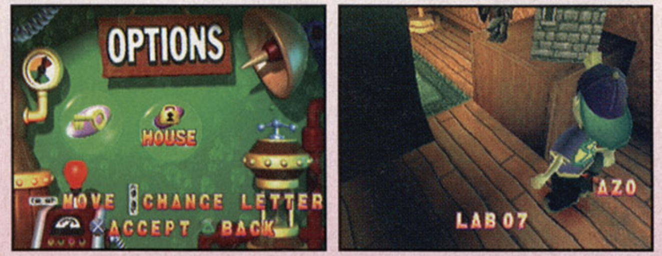
Secret Characters: Start a game in the Saturn mode, and at the Character Select screen, **simultaneously press and hold L and R, and press Up, Down, X, Y, Z.** Two new characters will be added to the lineup: Sophie and the Researcher.

Unlimited Ammo: Pause the game and **simultaneously press and hold L and R, and press Y, Y, Y.** Unpause the game and you'll never have to reload.

PlayStation

Rascal

Stage Select

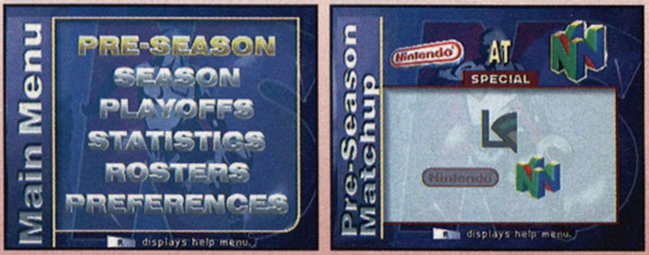

OPTIONS
HOUSE
MOVE
CHANGE LETTER
ACCEPT
BACK
AZO
LAB 07

Enter the password **HOUSE** and start a game. During gameplay, **press R1** to select a stage and **press R2** to select an area within that stage. **Press and hold R1** to warp to that stage.

Nintendo 64

Kobe Bryant in NBA Courtside

Nintendo, Left Field Productions, and N64 Teams

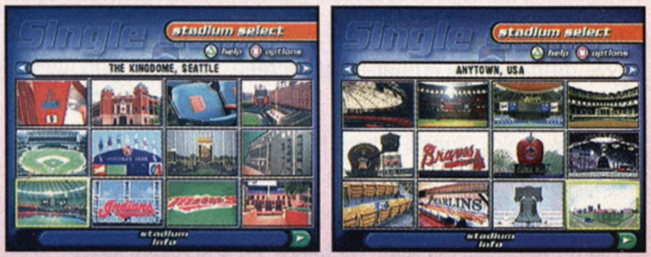

Main Menu
PRE-SEASON
SEASON
PLAYOFFS
STATISTICS
ROSTERS
PREFERENCES
displays help menu.
Pre-Season Matchup
Nintendo
AT
SPECIAL
Nintendo
displays help menu.

At the Main Menu, **press and hold L, and press A.** At the Pre-Season Matchup screen, you'll find three new teams: Nintendo, Left Field Productions, and N64.

PlayStation

Triple Play '99

Hidden Stadiums

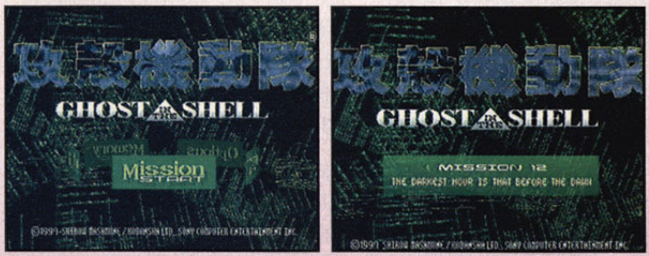

Single
stadium select
help
options
THE KINGDOME, SEATTLE
stadium info
Single
stadium select
help
options
ANYTOWN, USA
stadium info

At the Stadium Select screen, **press L2, L1, R1, R2, L1, R1, R2.** If you entered the code correctly, you'll hear a confirming sound. Cycle through the stadiums, and you'll find three new ones: Ancient Rome, Neo-Vancouver, and Anytown, U.S.A.

PlayStation

Ghost in the Shell

Level Select

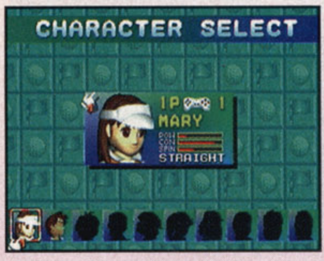

攻殻機動隊
GHOST IN THE SHELL
Mission Start
攻殻機動隊
GHOST IN THE SHELL
MISSION 12
THE DARKEST HOUR IS THAT BEFORE THE DAWN

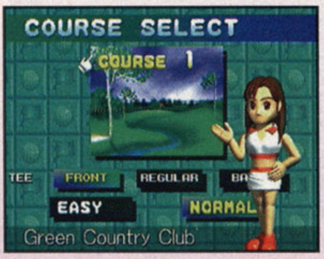
At the title screen, **press R2, R1, □, □, Up, Down, □, □, R2, R2.** If you entered the code correctly, you'll hear a confirming tone. Highlight Mission Start, **press ×, and press Left or Right** to start on any mission. Highlight Options, **press** ×, and you'll find a Movie Replay option that lets you watch any of the game's cinema cut scenes.

PlayStation

Hot Shots Golf

Make a Character a Lefty or a Righty and Mirror Courses


CHARACTER SELECT
1P 1
MARY
STRAIGHT


COURSE SELECT
COURSE 1
TEE
FRONT
REGULAR
BA
EASY
NORMAL
Green Country Club

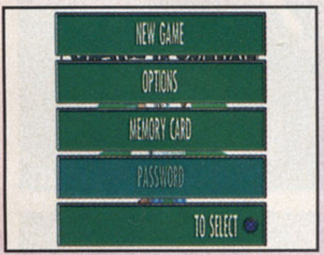
Make a Character a Lefty or a Righty: At the Character Select screen, highlight any player, then **press and hold L1, and press ×.**

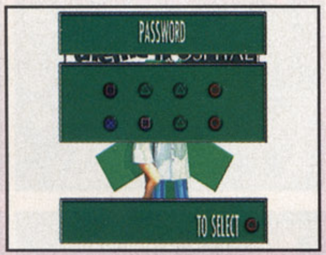
Mirror Courses: At the Course Select screen, highlight any of the courses, then **simultaneously press and hold L1 and L2, and press ×.**

PlayStation

Theme Hospital

Level Passwords


NEW GAME
OPTIONS
MEMORY CARD
PASSWORD
TO SELECT


PASSWORD
TO SELECT

Level 2: × ○ □ △
△ ○ □ ×

Level 3: ○ ○ △ □
× △ ○ △

Level 4: □ △ ○ □
× × △ ○

Level 5: ○ △ □ ○
× △ ○ □

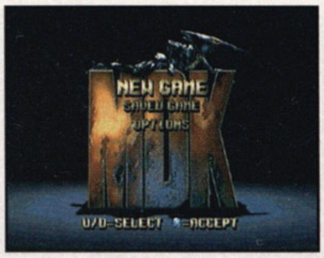
Level 6: □ △ □ ○
× □ × ○

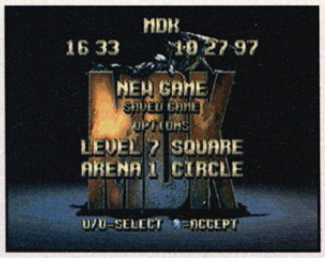
Level 7: □ △ △ ○
× □ △ ○

PlayStation

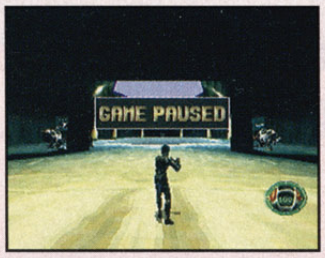
MDK

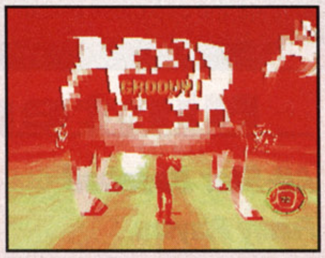
Level Select and Several Cheats


NEW GAME
SAVED GAME
OPTIONS
U/D=SELECT *=ACCEPT


MDK
16 33
10 27 97
NEW GAME
SAVED GAME
OPTIONS
LEVEL 7 SQUARE
ARENA 1 CIRCLE
U/D=SELECT *=ACCEPT

Level Select: At the title screen, **simultaneously press and hold L1, L2, R1, and R2, and press △, Up, △, ○, Right.** The level-select menu will appear onscreen; as soon as it does, **release L1, L2, R1, and R2.**


GAME PAUSED



Several Cheats: Before entering any of the codes listed below, pause the game and **press Down, R1, Up, □.** Unpause the game, then repause the game and enter any of the following cheats:

Bones Airstrike: **Press Down, Up, ○, Down, Up, Down, R1.**

Cow Drop: **Press Up, Down, Down, R1, Right.**

Dummy Decoy: **Press ×, R1, Right, ○, ×, Up, □.**

Invincibility: **Press ○, △, △, ○, Right, Up, Left, R1, □.**

Mortar: **Press Left, R1, △, □, Right, ○, Left, Left.**

Nuke: **Press Down, Up, □, △, Down, ○, ○, Right.**

Sniper Grenade: **Press Up, □, R1, Left, ○, △, □.**

Super Chain Gun: **Press Left, R1, Down, □, △, Up, Down.**

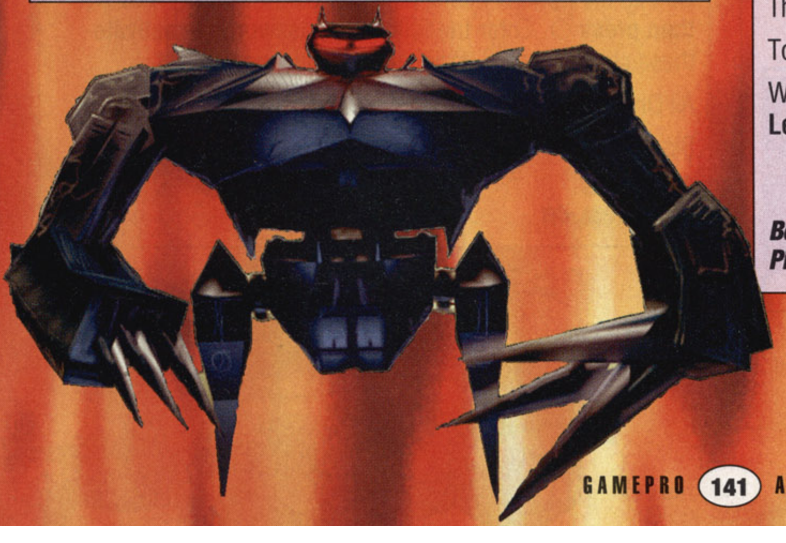
Super Speed: **Press Right, ○, △, ○, ×.**
Note: During gameplay, **press and hold R2** *for Super Speed.*

Thumper: **Press Down, Up, Left, Left, △, Up, Right, Down.**

Tornado: **Press Down, R1, □, △, Right, Up, ×.**

World's Most Interesting Bomb: **Press Down, Right, ○, ○, Left, Left, Up, □, △.**

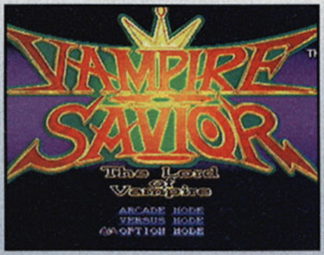
Bobby Fanzo
Pittsburgh, PA

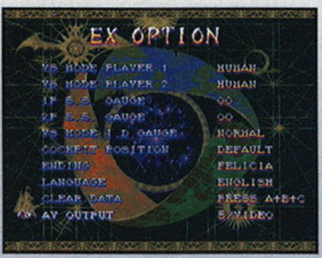


Saturn

Vampire Savior

EX Options


Vampire Savior
The Lord of Vampire
ARCADE MODE
VERSUS MODE
OPTION MODE

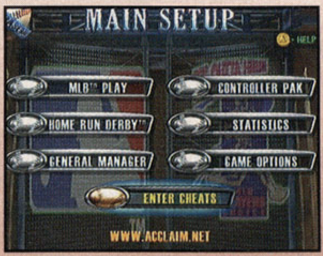

EX OPTION
VS MODE PLAYER 1 HUMAN
VS MODE PLAYER 2 HUMAN
1P S.S. GAUGE ∞
2P S.S. GAUGE ∞
VS MODE I.D GAUGE NORMAL
COCKPIT POSITION DEFAULT
ENDING FELICIA
LANGUAGE ENGLISH
CLEAR DATA PRESS A+B+C
AV OUTPUT S/VIDEO

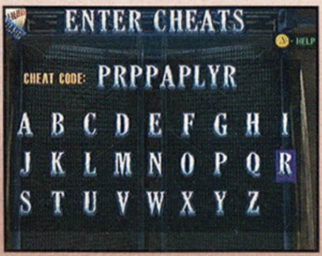
Finish the game on any skill setting without continuing. At the title screen, put the cursor next to Option Mode, then **simultaneously press and hold L and R, and press Start.** You can now access a hidden EX Option menu to watch the endings, change the Japanese text to English, and find other cheats.

Nintendo 64

All-Star Baseball

Funny Players


MAIN SETUP
HELP
MLB™ PLAY
CONTROLLER PAK
HOME RUN DERBY™
STATISTICS
GENERAL MANAGER
GAME OPTIONS
ENTER CHEATS
WWW.ACCLAIM.NET


ENTER CHEATS
CHEAT CODE: PRPPAPLYR
HELP
A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z

At the Main Setup menu, enter either of the following passwords to activate these cheats:

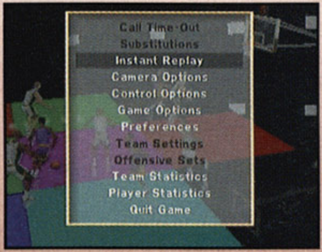
Paper Players: **PRPPAPLYR**

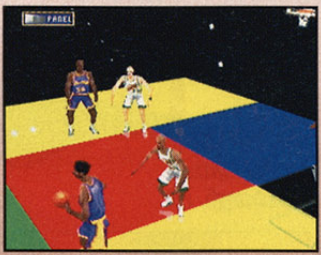
Players Have Big Heads, Hands, and Bats: **GOTHELIUM**

Nintendo 64

Kobe Bryant in NBA Courtside

Disco Floor


Call Time-Out
Substitutions
Instant Replay
Camera Options
Control Options
Game Options
Preferences
Team Settings
Offensive Sets
Team Statistics
Player Statistics
Quit Game

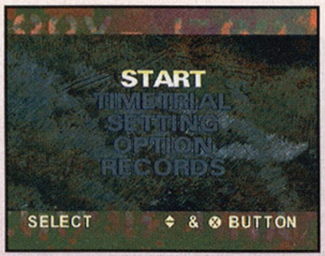


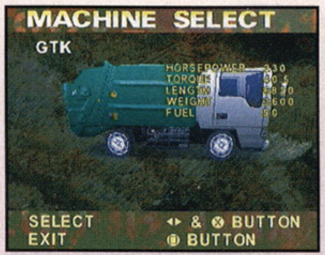
Pause the game and **press A, top-C, Down, Up, bottom-C, R, R, B, right-C, right-C, Z.** Unpause the game, and the court will have a disco floor.

PlayStation

Felony 11-79

Access All Cars and Tracks


START
TIMETRIAL
SETTING
OPTION
RECORDS
SELECT ⬍ & ⊗ BUTTON

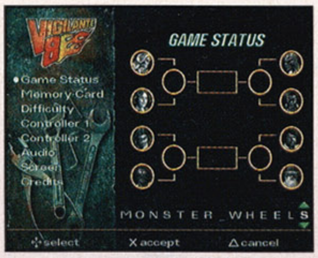

MACHINE SELECT
GTK
HORSEPOWER
TORQUE
LENGTH
WEIGHT
FUEL
SELECT ⬌ & ⊗ BUTTON
EXIT ◉ BUTTON

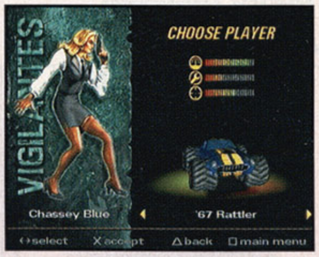
At the menu with Start, Timetrial, Settings, Option, and Records, **quickly press the following on Controller 2: Simultaneously press R1, R2, and L2, R2, L2, simultaneously press R1 and △.** If you entered the code correctly, you'll hear a booming sound. When you start a game, you can select all the hidden cars and race on hidden tracks.

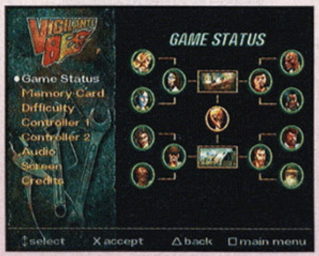
PlayStation

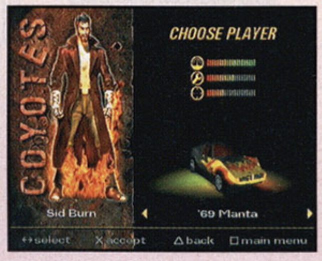
Vigilante 8

All Drivers and Cars and Big Wheels


VIGILANTE 8
GAME STATUS
Game Status
Memory Card
Difficulty
Controller 1
Controller 2
Audio
Screen
Credits
MONSTER_WHEELS
select
X accept
△ cancel


VIGILANTES
CHOOSE PLAYER
Chassey Blue
'67 Rattler
select
X accept
△ back
□ main menu


VIGILANTE 8
GAME STATUS
Game Status
Memory Card
Difficulty
Controller 1
Controller 2
Audio
Screen
Credits
select
X accept
△ back
□ main menu


COYOTES
CHOOSE PLAYER
Sid Burn
'69 Manta
select
X accept
△ back
□ main menu

Go into the Options menu, highlight Game Status, **press ×, then press ○.** Enter the following passwords to activate these cheats. (The _ designates a blank space.)

All Drivers and Cars: **WMNNWLHTSCUCLH**

Big Wheels: **MONSTER_WHEELS**

Tim Adkins
Westerville, OH

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August 1998

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Nintendo 64

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2. All-Star Baseball '99
3. Major League Baseball Featuring Ken Griffey Jr.
4. Mike Piazza's StrikeZone
5. Mortal Kombat 4
6. Quest 64
7. Forsaken
8. Clayfighter Sculptor's Cut *(Blockbuster Exclusive)*
9. Mission: Impossible
10. Yoshi's Story
11. Kobe Bryant in NBA Courtside
12. Bio F.R.E.A.K.S.
13. Off-Road Challenge
14. Rampage: World Tour
15. Chopper Attack
16. Aero Gauge
17. Quake
18. Bust-A-Move 2
19. 1080° Snowboarding
20. GoldenEye 007

PlayStation

1. Mortal Kombat 4
2. Road Rash 3D
3. Tekken 3
4. Need for Speed III: Hot Pursuit
5. Gran Turismo
6. WWF War Zone
7. MLB '99
8. Triple Play '99
9. Blasto
10. Jeremy McGrath Supercross '98
11. Vigilante 8
12. Jersey Devil
13. Forsaken
14. VR Baseball '99
15. Powerboat Racing
16. X-Men vs. Street Fighter
17. Bio F.R.E.A.K.S.
18. Breath of Fire III
19. San Francisco Rush Extreme Racing
20. Deathtrap Dungeon

Dan Elektro's Can't Miss List

Hey, when I take time to recharge, you'll find me playing automotive shooters, fighting games, action/sports hybrids, and puzzlers.

1. Vigilante 8 *(PlayStation)*
2. Mortal Kombat 4 *(PlayStation & Nintendo 64)*
3. Need for Speed III: Hot Pursuit *(PlayStation)*
4. Gran Turismo *(PlayStation)*
5. Bio F.R.E.A.K.S. *(Nintendo 64)*
6. Road Rash 3D *(PlayStation)*
7. Bust-A-Move 2 *(Nintendo 64)*
8. WWF War Zone *(PlayStation)*
9. NBA Hang Time *(Nintendo 64)*
10. Poy Poy *(PlayStation)*

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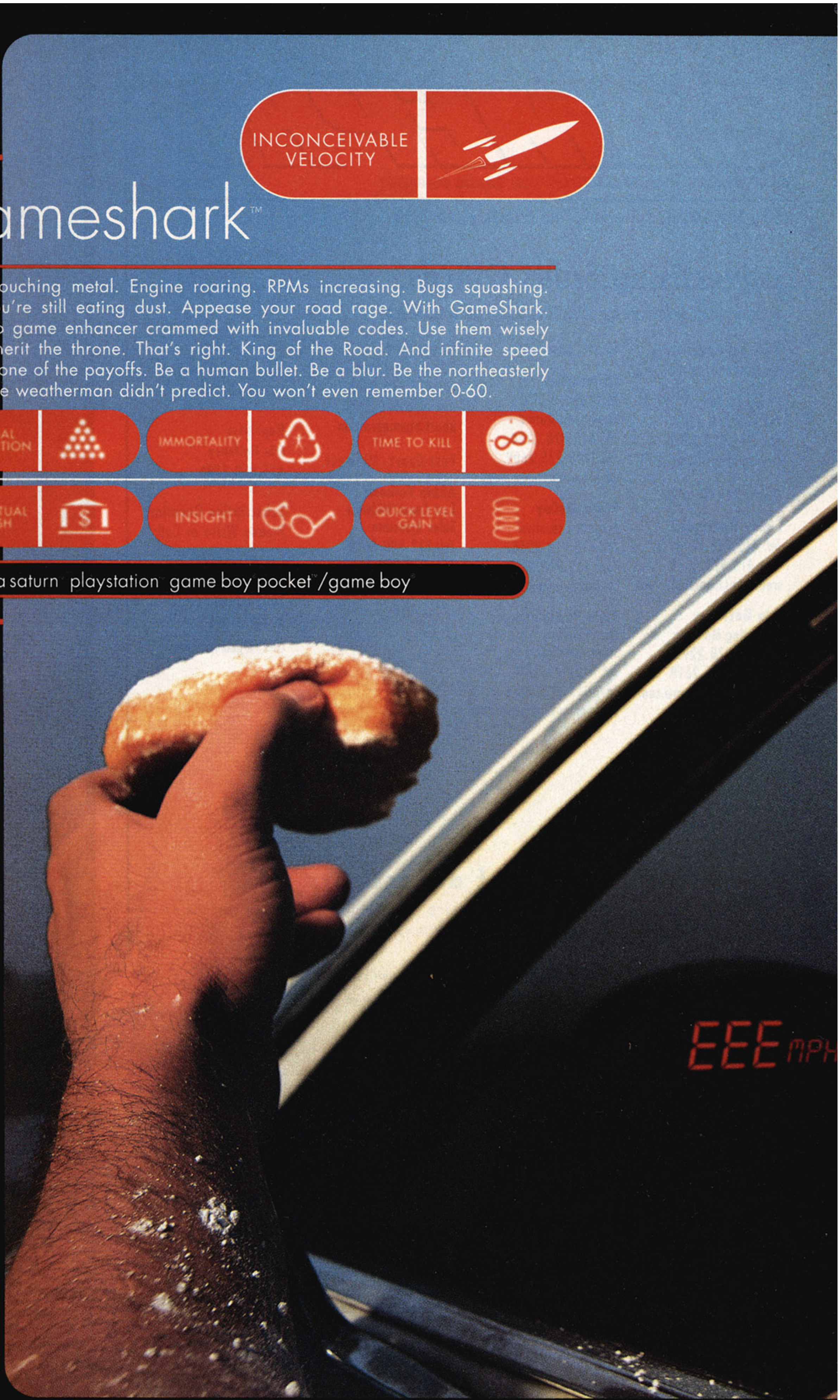

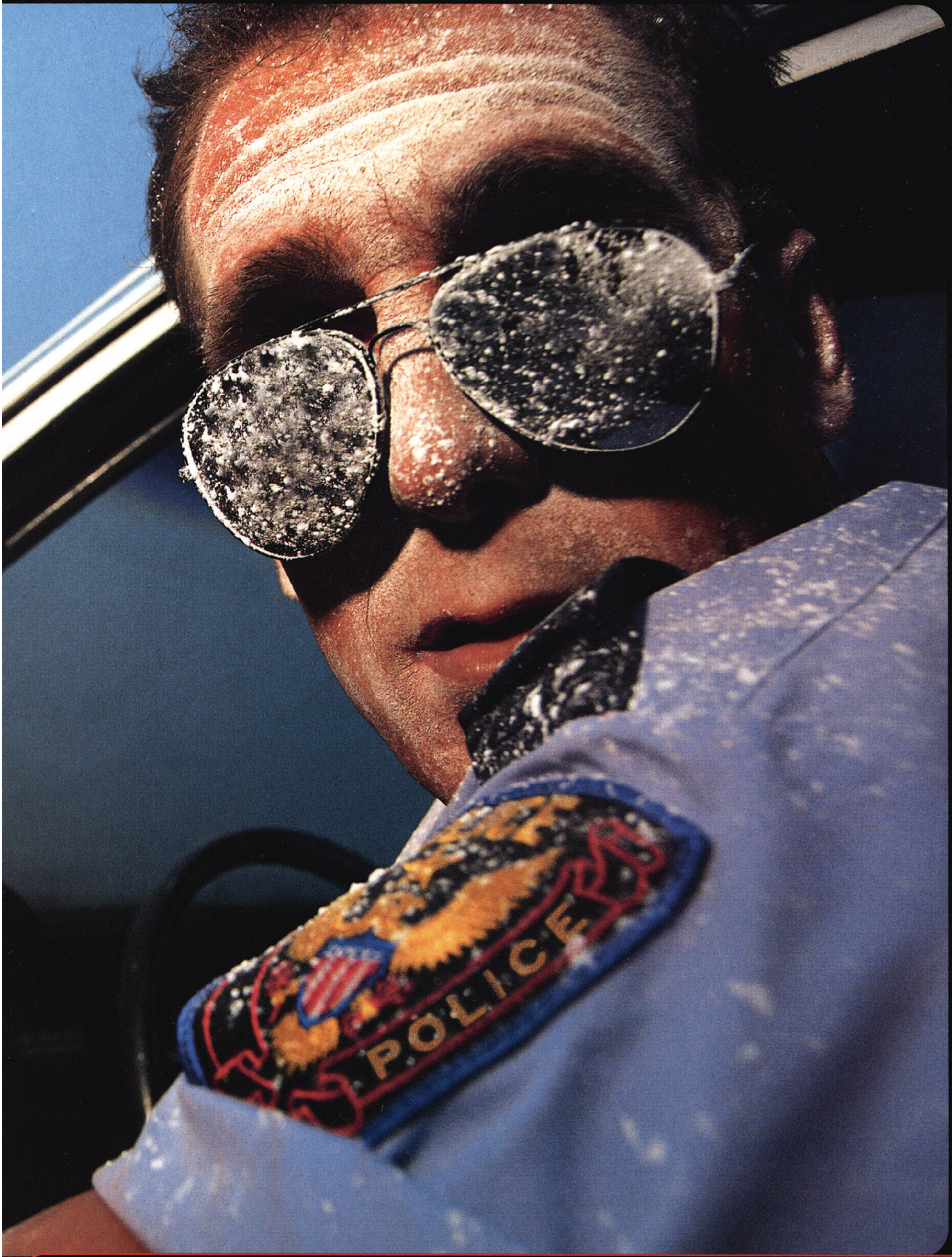

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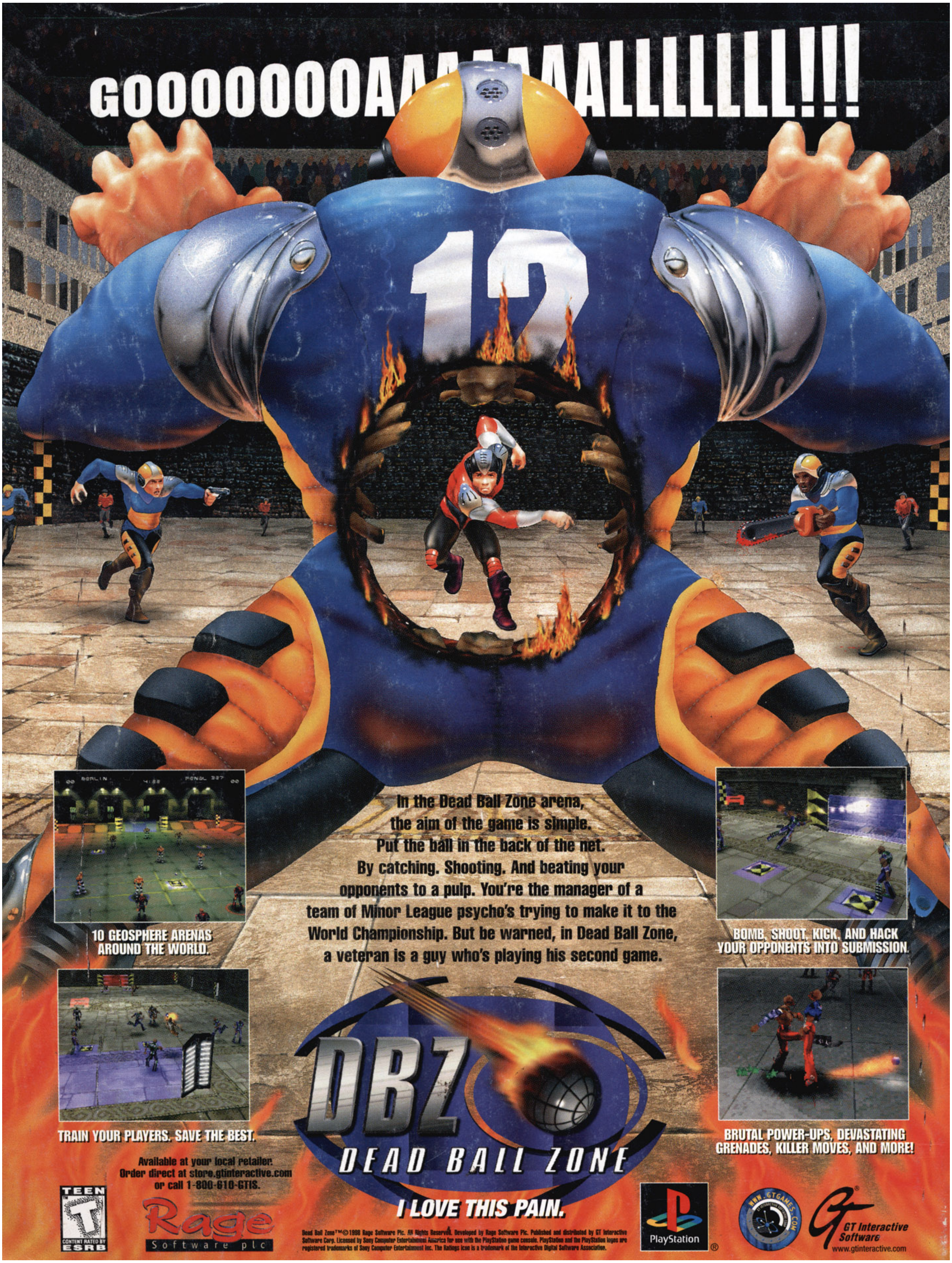
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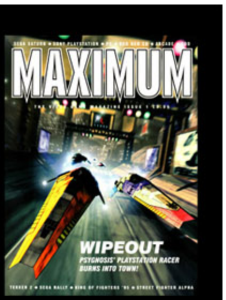

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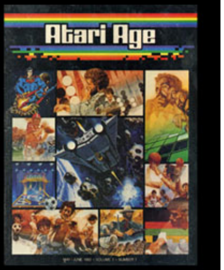

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